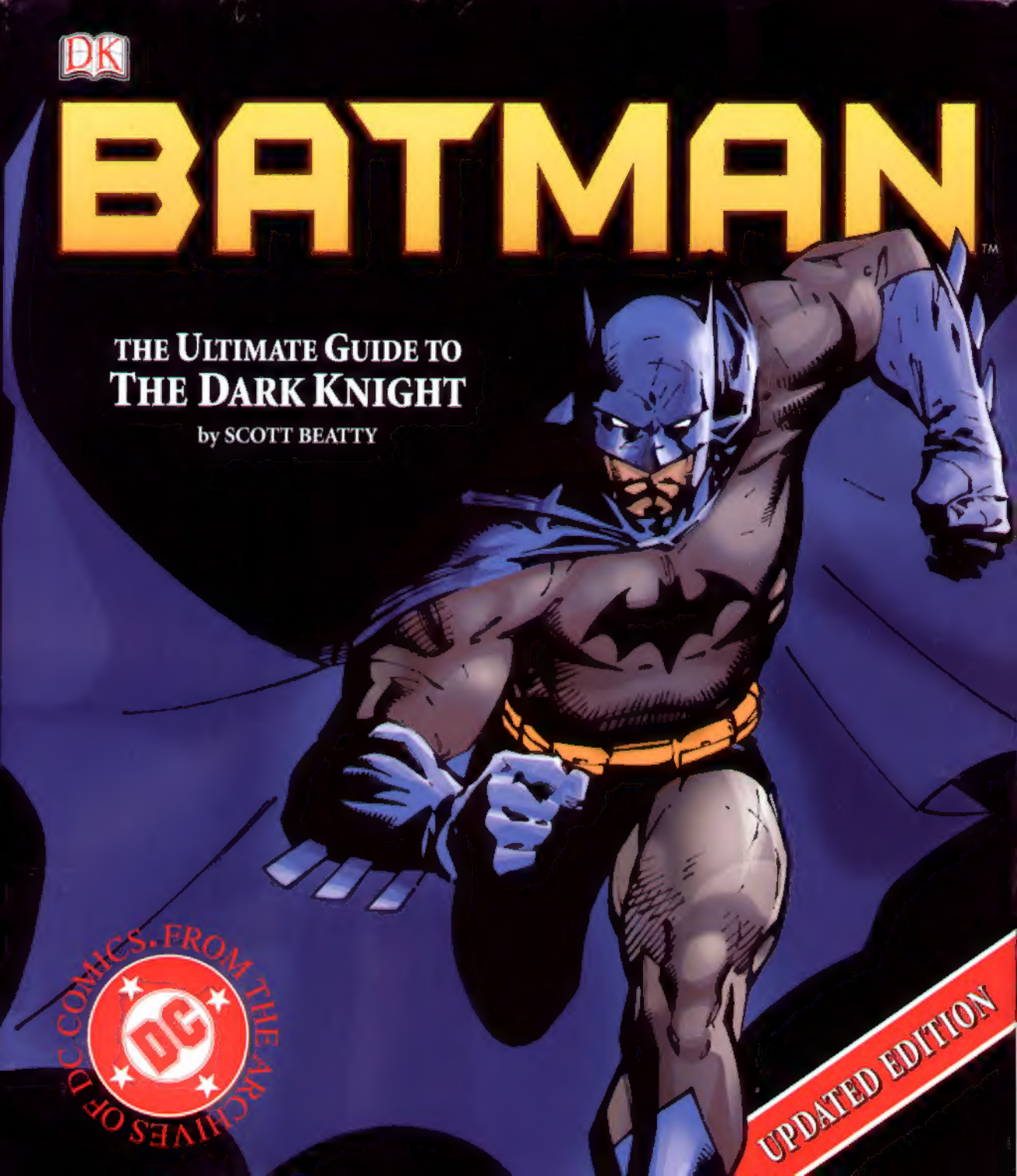
DK

BATMAN™

THE ULTIMATE GUIDE TO THE DARK KNIGHT

by SCOTT BEATTY



FROM THE ARCHIVES OF DC COMICS

UPDATED EDITION

BATMAN

Created by Bob Kane in the late 1930s, Batman is one of the world's greatest fictional heroes. "The Ace of Detectives," "The Caped Crusader," "The Dark Knight"—each generation has coined its own favorite nickname to describe this ultimate crime fighter as he wages a relentless war on a gallery of bizarre but deadly villains.

For the updated and expanded edition of *Batman: The Ultimate Guide to the Dark Knight*, DK has been permitted unparalleled access to the archives of DC Comics, the publishers of Batman. Spectacular artworks reveal key installations and equipment, such as the Batcave, the Batmobile, the Batsuit, and the weapons contained in Batman's Utility Belt. Crucial events and characters of the Batman legend are illustrated with spectacular images from the original DC comic books.

This new edition covers the most significant post-millennial storylines, plus additional information on the Caped Crusader's classic Silver and Golden Age exploits from the late 1930s to the early 1970s.

Cover artwork by Jim Lee and Richard Friend

$24.99 USA
$34.99 Canada

BATMAN

THE ULTIMATE GUIDE TO THE DARK KNIGHT

UPDATED EDITION

LONDON, NEW YORK, MELBOURNE,
MUNICH, and DELHI

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First American Edition 2001; revised edition 2005

05 06 10 9 8 7 6 5 4 3

Published in the United States by Dorling Kindersley Publishing Inc.,
375 Hudson Street, New York, New York 10014

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Batman created by Bob Kane

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Published in Great Britain by Dorling Kindersley Limited.

A catalog record for this book is available from the Library of Congress

ISBN 0-7566-1121-0

Color reproduction by Media Development and Printing Ltd., UK
Printed and bound in China by Leo Paper Group

Visit DC Comics online at www.dccomics.com or at keyword DC Comics on America Online.

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FOREWORD

HOW MANY OTHER FICTIONAL characters can claim to have been in continuous publication, with new adventures featuring in as many as six magazines per month, for more than 65 years? Okay, there's that guy with the big "S" on his chest. But this book's not about him. It's about Batman. The Dark Knight Detective. The Guardian of Gotham.

The guy's a major household name. Even his supporting cast is familiar to the entire world: Robin, Batgirl, Commissioner Gordon, Alfred, the Joker, Catwoman. Well, I could go on and on. But that's what this book is for – to chronicle the long history of, in my professional opinion, the greatest comic book character ever devised.

Created by a teenaged Bob Kane in the 1930s, Batman combined the best of a dozen great fictional heroes (and a few villains). He's equal parts Sherlock Holmes, Zorro, Scarlet Pimpernel, Shadow, and Dracula; with a host of gadgets and vehicles that even James Bond could never equal. Batman's origin was the stuff of classic literature. An orphan alone in a cruel world that Dickens never dreamed up. The most self-made of all self-made men in popular culture. This guy can't fly or see through walls. He's not superfast and has no retractable claws or magic ring. He's just the guy that any of us could be if we dedicated our lives to being really smart, really athletic, and really scary. He's survived countless traps. He's been frozen, beaten, burnt, broken, and riddled with bullets. He even survived that silly TV series in the 1960s.

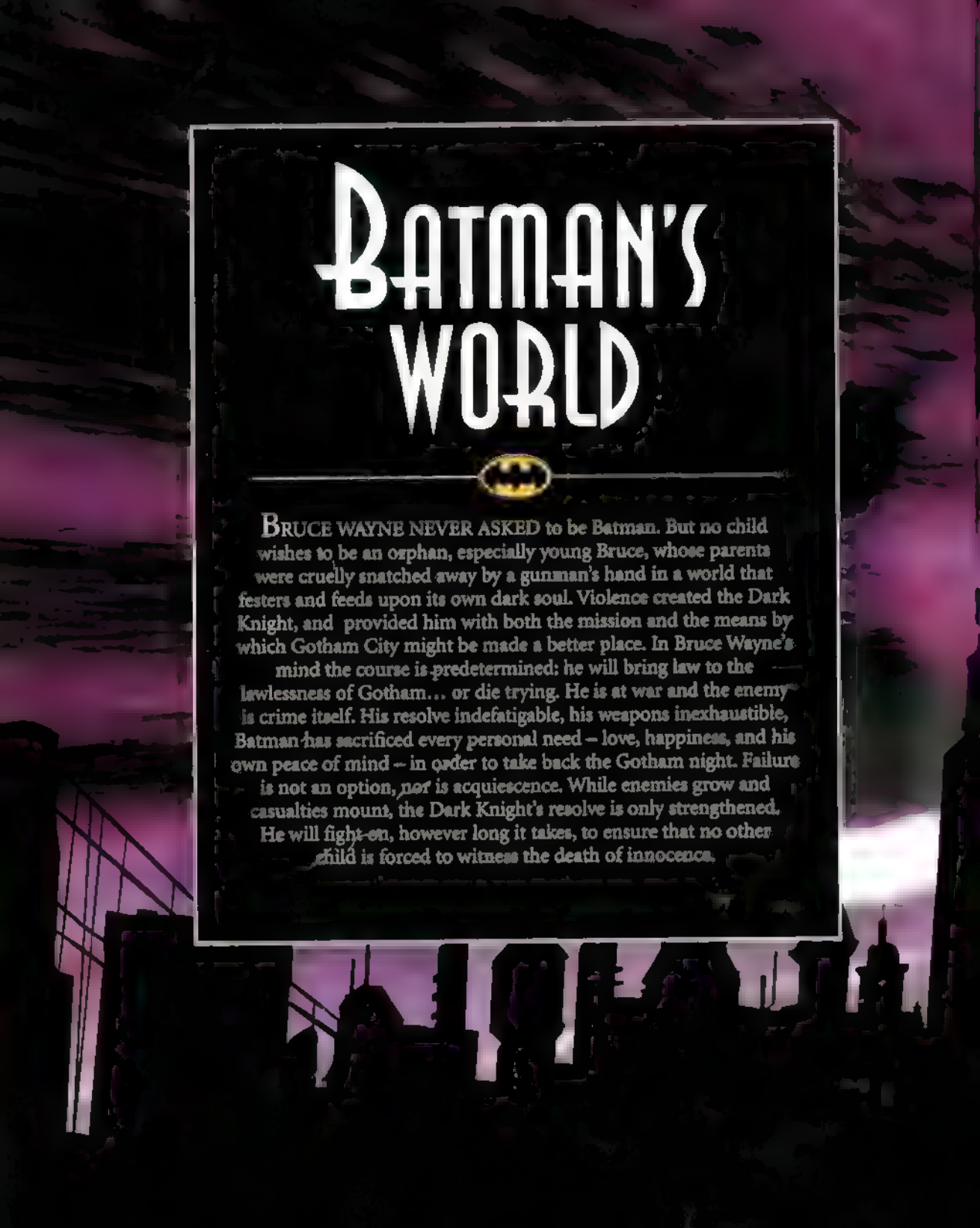
In fact, each decade seems to bring us a new Batman; never changing but adapted for the times. He was born of the Great Depression and his early tales are dark and brooding. In the 1940s he became more upbeat, more patriotic with an emphasis on detective work with his new sidekick, Robin the Boy Wonder. The 1950s saw him traveling to outer space or dealing with strange scientific anomalies created by the Atomic Age. In the tragically hip 1960s his adventures bordered on parody. The 1970s saw a return to his darker side with a more hardboiled approach to crime. In the 1980s we saw his darkest transformation into a haunted loner obsessed with the vow to his long dead parents. The 1990s saw more emphasis on stories on a grander, apocalyptic scale.

Through all of this Batman and company remained essentially the same. That just goes to show what an indestructible template this world of Gotham is.

And here, in your hands, is the world of Batman in the 21st century. This is the most exhaustive volume of Gotham lore ever compiled. Scott Beatty and the wizards at Dorling Kindersley have put together an invaluable reference that I know will have a permanent place by my keyboard. Bat-Gadgets and locales are shown in minute detail. The science and technology behind each is explained. Many of these images appear here for the first time. And the Rogues Gallery! All the most memorable foul fiends, twisted geniuses and career criminals that Batman has defeated or fought to a draw are given full biographical treatment. Batman's friends and allies are also here with their full histories and vital stats.

I wish I'd had this book ten years ago when I was first hired to write Batman adventures. It would have saved a lot of hours poring over old comic books. (But that was fun too!) The Batman universe is a fascinating one to play in and I love losing myself in it. As I say when I'm heading to the office to write, "Well, time to get back to Gotham City..."

Chuck Dixon
Fall, 2001


BATMAN'S WORLD
BRUCE WAYNE NEVER ASKED to be Batman. But no child wishes to be an orphan, especially young Bruce, whose parents were cruelly snatched away by a gunman's hand in a world that festers and feeds upon its own dark soul. Violence created the Dark Knight, and provided him with both the mission and the means by which Gotham City might be made a better place. In Bruce Wayne's mind the course is predetermined: he will bring law to the lawlessness of Gotham... or die trying. He is at war and the enemy is crime itself. His resolve indefatigable, his weapons inexhaustible, Batman has sacrificed every personal need – love, happiness, and his own peace of mind – in order to take back the Gotham night. Failure is not an option, nor is acquiescence. While enemies grow and casualties mount, the Dark Knight's resolve is only strengthened. He will fight on, however long it takes, to ensure that no other child is forced to witness the death of innocence.

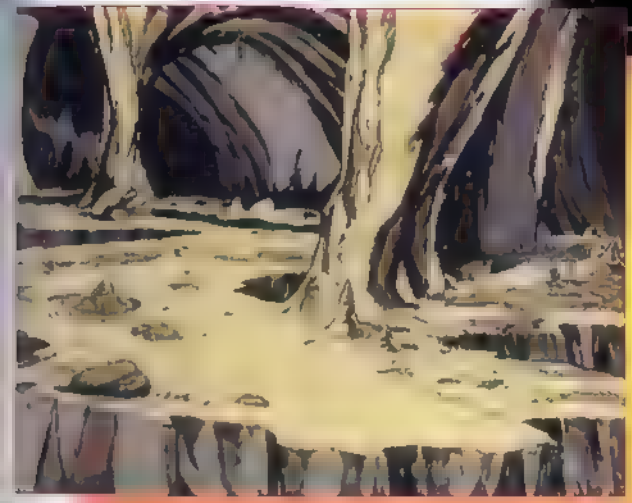
Birth of the Batman

Bruce Wayne's childhood ended the night his parents were brutally murdered before his eyes in Gotham City's notorious Crime Alley. The young orphan swore a solemn oath to avenge their deaths, embarking on a worldwide odyssey to forge his mind and body into a living weapon. Years later, he returned to Gotham a master of virtually every known fighting discipline, as well as a cunning detective and relentless manhunter. Believing criminals to be "a cowardly and superstitious lot," Bruce crafted a new face to strike terror into their hearts. He would become a creature of the night, descending upon evil clothed in the mantle of the bat!

Random violence

The time was 10:47 p.m., a moment burned indelibly in Bruce Wayne's memory. As the Waynes were returning home from the cinema, Dr. Thomas Wayne was shot dead by a gun-toting hoodlum. Martha Wayne's screams for help were silenced by further bullets, leaving young Bruce sobbing beside his parents' still bodies on the trash-strewn pavement of Crime Alley as the unidentified gunman fled into the Gotham night...

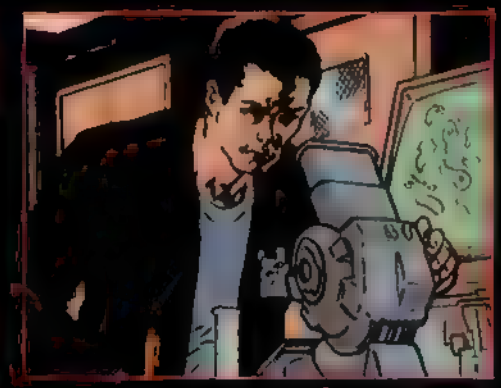
A kind stranger
After the questions of police and reporters, a grief-stricken Bruce was comforted by Dr. Leslie Thompkins. Her soothing words gave him the strength to quietly mourn his parents and to dedicate his life to honoring their memory in the pursuit of justice.



BELOW THE SURFACE

Though he swore to avenge his parents' deaths by warring on all criminals, young Bruce was unaware that a crucial part of his destiny lay quite literally right beneath his feet. As a toddler, he had fallen into the bat infested limestone caves beneath Wayne Manor. And as an orphan child, those same bats haunted his nightmares with the rush of leathery wings. Only in adulthood would Bruce embrace the bat as inspiration.

Whether Bruce realized it or not, the image of a bat was deeply rooted in his childhood psyche.



WALKABOUT

At age 14, Bruce Wayne began his global sojourn, attending courses at Cambridge, the Sorbonne, and other European universities. Beyond academia, Bruce acquired more "practical" skills. Frenchman Henri Ducard made him an apprentice in manhunting. The ninja Kirigi schooled Bruce in stealth and the ways of the shadow warrior. African Bushmen taught hunting techniques, while Nepalese monks revealed healing arts. And so it went for 12 years as Bruce matured into manhood.

A LASTING IMPACT

There are 127 major styles of combat. While abroad, Bruce learned them all, from Aikido to Yaw-Yan. His knowledge of so many varied disciplines has made Bruce an unconventional and unpredictable opponent, quite capable of countering a Savate kick with a Caporeira dodge, then kayoing with a paw-knuckle strike!

BATMAN'S LOOK

THE FIRST NIGHT out was a disaster. Disguised as a street tough, Bruce Wayne's initial foray into vigilantism almost ended his life. Fear was the key, and a bat was the omen, crashing in fluttering frenzy through his study as he sat bleeding from his wounds. To strike terror, he would become as the bat, sketching out a symbolic costume which would have him clad from head to toe in stealthy black and gray against the Gotham night. With a scalloped cape fanning out into a winged silhouette, Batman would wear a grim cowl to mask identity and emotion, his mark emblazoned across his chest, as an icon opposed to injustice!

DARK REFLECTIONS
Amid the gargoyles and parapets overlooking crime-ridden streets, Batman's own deliberately intimidating image blends seamlessly into the Gothic architecture pervading Gotham City.

CLOTHES MAKE THE MAN

He called it "a reconnaissance mission," stepping out among Gotham's dregs to see firsthand the hell to which his city had descended. Fully intending to avoid combat until he was truly ready, a disguised Bruce found trouble nonetheless, barely beating off his attackers before being shot and apprehended by the police. His years of training ensured his escape, but as he stumbled home to Wayne Manor, Bruce's patience was at an end. He could wait no longer, yet how could he win a war without first making his enemy fear him? Bruce waited for a sign.

CREATURES OF THE NIGHT
Whether by divine intervention or its own misguided sonar, a bat provided Bruce with the answer he needed. The very creature that had frightened him as a boy would share the secrets of instilling dread in the hearts of men.
PRIMAL FEAR
Believing criminals to be particularly cowardly and superstitious, Bruce designed the mantle of Batman to have a frightful impact, his dark mask and unfolding leathery cape paralyzing foes with utter terror!
BATMAN
REAL NAME: Bruce Wayne
OCCUPATION: Industrial st/Philanthrop st, Crime Fighter
BASE: Gotham City
HEIGHT: 6 ft 2 in WEIGHT: 210 lb
EYES: Blue HAIR: Black
FIRST APPEARANCE: DETECTIVE COMICS #27 (May, 1939)

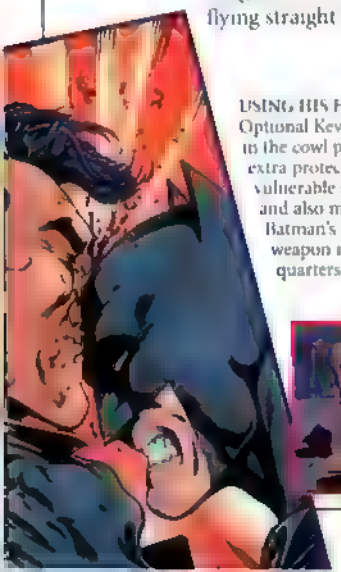
The Bat-Suit

POUND FOR POUND, body armor pales in comparison. Designed for maximum utility, the Dark Knight's costume is both fire-retardant and chemical-resistant, with triple-weave Kevlar positioned primarily around the torso's Bat-Symbol, an intentional and well-protected target. In addition, Batman's scalloped cape doubles as an offensive weapon: its weighted ends provide a physical wallop in tandem with its proven psychological impact upon criminals. The cowl – Kevlar lined with a steel gorget – features various micro-electronics links, as well as night vision technology to allow the Dark Knight to see in the dark. The main purpose of the Bat-Suit is to act as camouflage and to instill fear. Its basic design has remained virtually unchanged; however, it has been frequently updated to advance the Dark Knight's war on crime.

SPIRIT OF THE BAT
Even before a bat crashed into his studs, Bruce Wayne had sensed the animal's iconic value. Spared a freezing death by a Native Alaskan shaman, Bruce learned of the bat's healing powers in Inuit folklore, a constant reminder in this ritual mask the shaman's gift to him

THE TRANSFORMING MASK

Donning his cowl is a symbolic act for Batman. By putting it on, he reaffirms his oath to avenge the murders of his parents. Physically, the cowl allows the Dark Knight to mimic a bat's natural abilities with technology: Starlite lenses to stalk in utter darkness; aural-electronics to discern his prey's faintest whispers; and inertial navigators to keep him flying straight and true.



USING HIS HEAD
Optional Kevlar panels in the cowl provide extra protection over vulnerable skull areas and also make Batman's head a useful weapon in close-quarters combat!

Directional microphone

Hollow bat ear assembly

Telescoping high-gain antenna

Fiber-optic coaxial cable

Audio processor

Field-of-view display projector

Starlite night-vision lens

Inertial navigation unit

THE COWL
Impacts to Batman's cowl are dissipated by a complex weave of selectable para aramid fibers and exotic metal threads. The cowl's internal comm. link enables voice-command control of various equipment

Noise reduction speaker

EMPOWERED
Bruce Wayne dons the Dark Knight's armor, his cape, and cowl, completing Batman's disguise

Throat trauma protection

BEHIND THE MASK

Lightweight single-piece cowl

Integral chain-mail to shield throat from knife attack

Utility belt

Reinforced fabric boosts flexibility

ALL WIRED UP

Upper shin-guards also house heat-seeking missiles

Specially shaped caps hold weights for other purposes

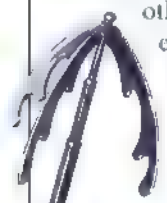
TAKING NO CHANCES

BOOT DESIGN

Climbing boots

The Utility Belt

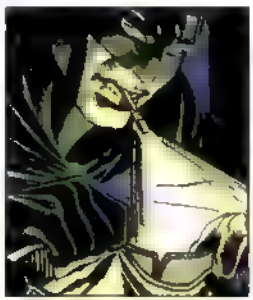
BATARANGS, monofilament cord jumplines, and gas bombs are just a few of the "equalizers" the Dark Knight conceals in his Utility Belt, perhaps the most sophisticated crime-fighting arsenal ever devised. Stowed in various compartments are the miniaturized tools and non-lethal deterrents Batman calls upon in his nocturnal vigil. With gas pellets, wireless transmitters, lock-picks, antitoxins, rebreathers and other sophisticated equipment, the belt is also armed with its own self-destruct mechanism to prevent nefarious tampering.



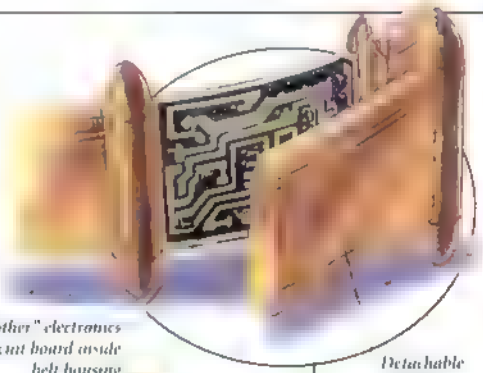
Firing toggle

Collapsible grappling hook stowed behind buckle

MAXIMUM UTILITY
Batman's original Utility Belt, depicted here, was lightweight and streamlined. Its buckle concealed a spare jumpline and a CO2-propelled grappling-hook launcher. During the No Man's Land period (see page 24), Batman adopted a bulkier version to carry additional weapons and supplies necessary for survival in quake-ruined Gotham City.



PENLIGHT
A precursor to his more miniaturized fingerlight, Batman's earlier penlight provided ample nocturnal illumination. It was fitted with a rubberized mouth grip to permit hands-free usage.

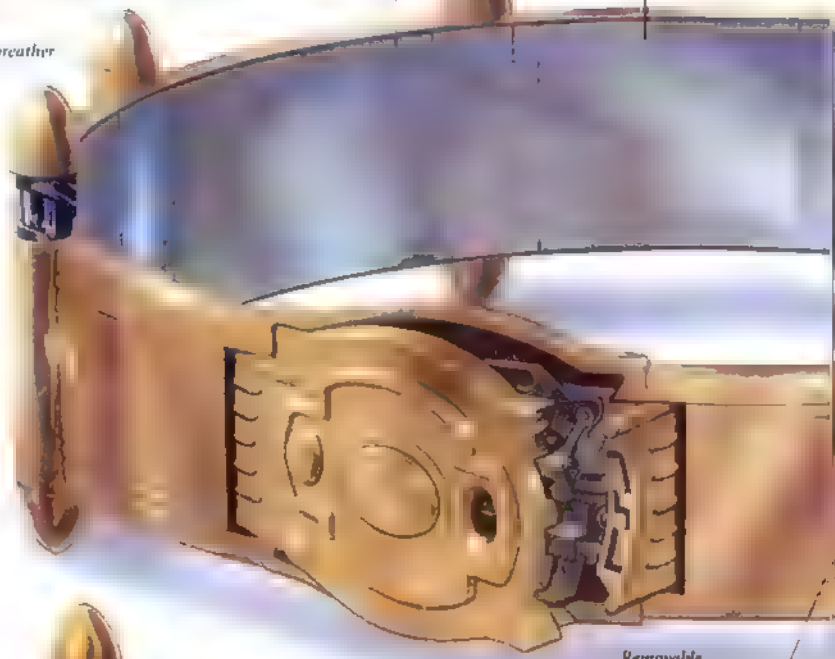


"Mother" electronics circuit board inside belt housing

Detachable palm-top communicator

Crime scene recorder

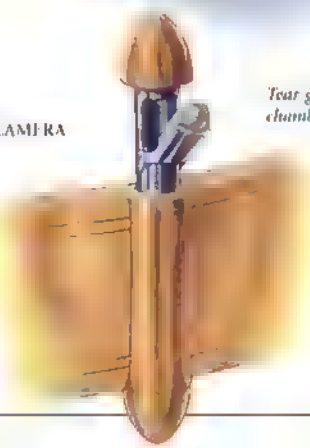
Rebreather



Removable buckle

Batarang compartment

Tear gas pellet chambered for release



Infrared flash

Lens aperture

DIGITAL MICRO CAMERA

Lightweight titanium casing

Removable memory stick inside cylinder

GAS PELLETS
Spring-loaded magazine cylinders in the belt are armed with various gas and chemical pellets of standard size. These include blinding smoke bombs, as well as disabling regurgitants and tear gases.

Voice-activated microphone
Liquid crystal display
USB Plugs and connectors
Touch-sensitive keypad
PALM TOP COMMUNICATOR
Cuffs compartment
Acetylene torch
Batmobile wireless remote control
Retractable de-cel jumpline
Quick release hasp
First aid kit
Gas pellet dispenser
Mini Batarang
BATARANG COMPARTMENT
Several rectangular compartments in the belt conceal Batarangs of various types and sizes, each one holding up to five Batarangs
Lanyard attach point in tail
Batarang thrown to loop around and secure target
JUMPLINE
Batman's lightweight jumpline combines the strength of nanofibre rope with the flexibility of a wire cord. These monofilament-sheathed cables tested to 100 lb (45 kg) per weight. Help to slow Batman's descent during foot-up leaps
Spring-loaded ejector
Batarangs

BAT-WEAPONS

BAT-CUFFS
These restraints are made of lightweight, sapphire impregnated nylon overlaying a stranded metal cable core. Only a diamond edged cutting implement can sever these wrist bands

HE WOULDN'T USE A GUN – EVER. So indelible was the memory of his parents' fatal shootings that Bruce Wayne vowed never to take up firearms to fulfill his crime-fighting agenda. Justice, not vengeance, was his goal, requiring the Dark Knight to equip himself with non-lethal weapons. To make the Batman a real and visceral presence, penetrating grapnels would give the illusion of swooping flight high above Gotham's streets. Batarangs would meld razor-sharp *shuriken* with the Outback boomerang to create an unerring signature weapon. A potent array of chemical gas grenades and explosive capsules would provide just the right distractions needed to end a fight, while flexible, reinforced Bat-Cuffs would truss up his foes for the G.C.P.D. to haul away!

Rapid room filling fogger

Floor-standing base

AEROSOL SPRAYS
Batman's mini-atomized chemical arsenal includes IR paint markers, foaming explosive gels, super cooled electronic device freezers and "set and quick acting knock out and temporary amnesiac" sprays

Broken capsule expels gas

Unbroken capsule

GAS PELLETS
Various gas deterrents are arrayed in pouches throughout Batman's Utility Belt. Flash Bang charges, smoke bombs, tear and regurgitant gases are deployed by breaking hardened-gelatin spheroid capsules

BLOW GUN
Bruce Wayne learned the subtle stealth of the blow-gun from Yanomamo hunters along the mighty Amazon River. The Yanomamo poisoned their prey. Batman prefers to tip his darts with fast acting anesthetics.

WALL-PENETRATING GRAPNEL

Though not normally an offensive weapon, the Dark Knight's wall penetrating grapnel is still an indispensable addition to his arsenal. A magazine of explosively-propelled darts attach to de-cel jumpline reels secured with braking and clipping mechanisms inside the grapnel gun sleeve. The grapnel allows Batman to scale up or rappel down tall buildings, or swing between Gotham skyscrapers on successive lines

Micro-diamond drill head

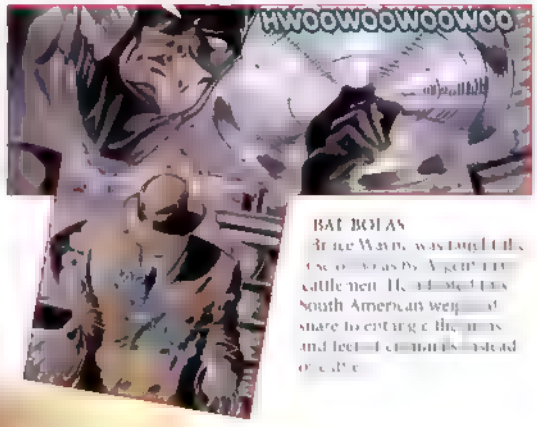
PENETRATING DART
"Smart" acceleration motors within the grapnel dart head enable attachment to light aluminum, steel, or concrete masonry. The dart is also engineered for snap-on mini carabiner or high-test de-cel line

Firing button

Dart piercing concrete masonry

Dart magazine

Handle assembly with lanyard attach point



BAT BOLAS

Bruce Wayne, wanting to [illegible] cattlemen. He [illegible] South American weapon [illegible] snare to entangle the [illegible] and feet of criminals instead of [illegible]

BAT GRENADES

Batman typically utilizes two mini-explosive types: small pellet grenades with quick setting contact cement and 3 second delay fuses; and concussion/blast grenades of explosive or flash/bang force with 3-second to 10 minute delay radio control, or bungee-prima cord detonators.

Bungee prima cord

Door lock assembly

Removable base

Small "pellet" grenade

Concussion/blast grenade

SPINNING TYPE

BATARANGS

Preeminent among Batman's personal weaponry is the Batarang, a weapon of various sizes and types hurled like a frisbee or throwing knife. Based upon boomerang aerodynamics, Batarangs are forged from hardened steel alloys with heat-tempered, impact-resistant ceramic coatings designed for both close quarter and long range throws. Batarangs may be beamed for hard impacts or sport cutting edges capable of shearing metal.

Heat tempered ceramic coating

Aerodynamic edge/throwing grip

CUTTING TYPE

Belt attach receptacle

IN-FLIGHT STEERABLE TYPE

Quick release collapsible hinge

Micro serrated cutting edge

HINGED LIGHTWEIGHT TYPE

Rockwell C 60 hardness edge

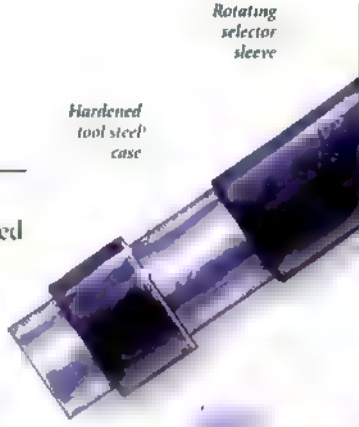
HARD IMPACT TYPE

Remote control linked to Utility Belt

MINI BATARANGS

Razor sharp and lightweight. Mini Batarangs are thrown like a dart or shuriken. While lacking the stopping power of heavier Batarangs, these weapons are painful deterrents to would be attackers and durable enough to puncture steel bicycle tires.

BAT-GADGETS



WITH A HOST OF MINIATURIZED TOOLS concealed in his Utility Belt and Batmobile, the Dark Knight Detective takes a hi-tech approach to sleuthing. Chief among his investigative arsenal is his electronics-disabling Universal Tool. Most forensics labs would be envious of Batman's Crime Scene Kit, complete with mobile micro gas chromatograph. Even more ambitious are his satellite-linked Mini-Computer and Batmobile-propelling Remote System Controller. And no less useful to Batman's crime-busting are his fingerlight, gas masks, multifunction binoculars, tracers, and other invaluable scientific devices.

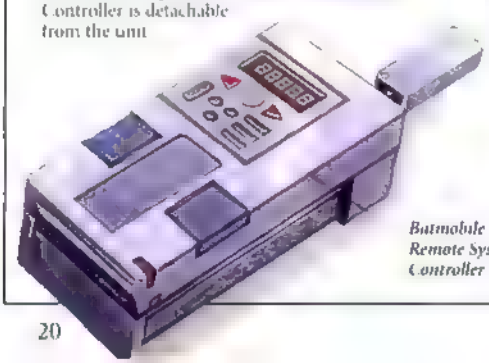
FINGERLIGHT
Powered by a rechargeable micro fuel cell, the Fingerlight can be worn on any digit. White, red, and infrared radial LEDs provide focused or wide angle collimated 10,000 micro candela beams via touch sensitive fingertip controls

TOOL KIT
A rotating selector sleeve places drive unit over required tool. The kit includes wire cutters and strippers, electro lockpicking device, as well as torx, box, and star drive tool points.

TOOLS OF THE TRADE

During his decade-long quest to hone his body to physical perfection, Bruce Wayne immersed himself in the study of electronics, computers, and all the hi-tech trappings of an increasingly scientific savvy criminal element. As quantum leaps were made in forensics and evidence detection, Bruce made certain that the tools of his crime-fighting crusade reflected the most advanced technology available. And if Wayne tech research could not provide a required piece of equipment, Bruce would acquire the skills to make it himself.

MINI COMPUTER
Fully collapsible with a 486 standard keyboard and rechargeable fuel cells, the computer features 2.6 gigahertz CPU, DOS and non-DOS BIOS compact chip sets, secure signal cellular phone, digital fax/modem, GPS, and CD-ROM player/burner. A Remote System Controller is detachable from the unit.



CRIME SCENE KIT
This contains a multi-spectral high-resolution camera with still shot and video functions, micro gas chromatograph, sample bags and blood drying bags in various sizes, fingerprinting materials (traditional dusts, cyanoacrylate adhesive used to lift fingerprints), and direct-link software to forensics hardware in the Bat Suit, Batcave, and Batmobile.

MULTIFUNCTION BINOCULARS
A high-resolution digital interface [illegible] viewing with conventional, infrared, and ultraviolet imaging. Other features include light amplification and "bloom suppression" to reduce glare. Holographic lensing and digital zoom combine for 60X further magnification in addition to still frame photographic capture.

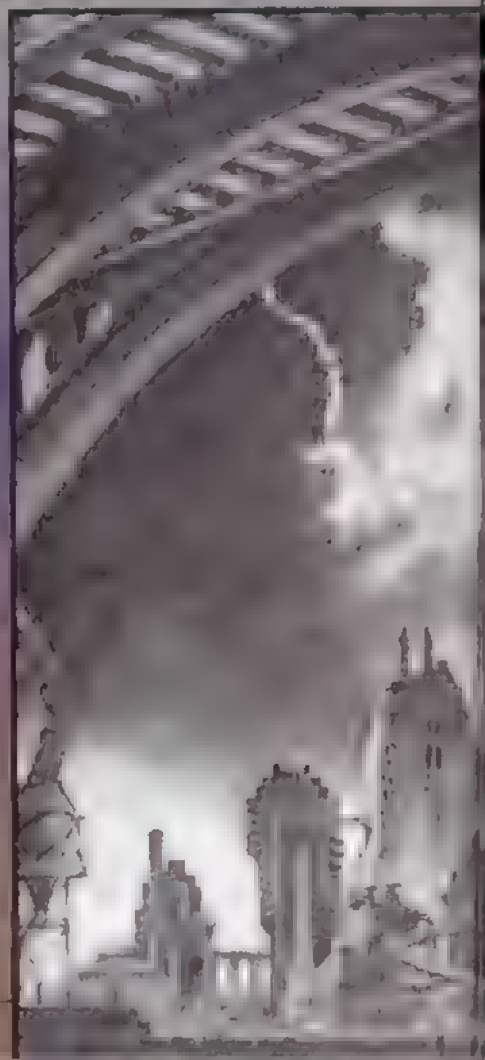
TRACER DEVICE
A micro GPS tracer in Batman's boot heel allows Alfred and allies to track his whereabouts. To watch criminals, Batman employs a mini range 27 mm wide "burr" tracers, as well as 22 mm diameter rubber edged "throwing" tracers with digital pulse radio links to Utility Belt relays.

GAS MASK
In addition to compact conventional gas masks stored in six pack Utility Belt magazines, Batman carries a more durable gas mask with positive seal integral mouthpiece. This mask is designed for "full spectrum" deployment, able to protect against a wide variety of nuclear, biological, and chemical agents.

UNIVERSAL TOOL
No more than 9 in long and weighing [illegible] Batman's electronics catch all is powered by rechargeable mini fuel cells and includes a full lineman's suite of miniaturized equipment in a single hardened [illegible] steel case. This doubles as a convenient hammer.

Gotham City

GOTHAM CITY IS ONE of the oldest-established Eastern urban centers in the US. It nestles at the mouth of the turbid Gotham River upon islands once peopled by the vanished Miagani tribe of Native Americans. Though it now resides in infamy for its rampant *per capita* crime rate, flood urban legends, and brooding Gothic spires, Gotham's 19th century patrons once envisioned their community as a concrete and steel stronghold for pious righteousness and booming industrial growth. Bolstered for generations by the business ventures of the wealthy Wayne family, Gotham's economy has indeed helped the city to flourish as a technological hub, but one founded upon the swampy soils of slow and inexorable moral decay, despite the best of intentions.



URBAN LEGEND
Since few Gothamites have

SANCTUARY

remain a mystery. However, the ch

Clevenger imp himself and Hiram in a web of murder

sanatorium, and if the legend is to be believed, Gotham's first

The bleak Gothic ramparts designed by architect Cyrus Pinkney were intended by Judge Solomon

majesty. But Pinkney's numerous critics argue that his controversial constructions effectively barricaded

CIVIC DUTY

Batman is by no means the only heroic presence associated with the city that once boasted the headquarters of the mighty Justice Society of America. Gotham has also been home to the original Green Lantern and to the Black Canary. Other masked vigilantes waging private war on wrongdoing have included the Ragman, Black Lightning, Jor-Paul's Ghost, Pagan, and teenager Lonnie Machin, who attempted to abolish Gotham's "inadequate system of justice" as the authority-bashing Anarky (right).

MEAN STREETS
Bruce Wayne once described Gotham as an anvil upon which "one is broken or tempered," an apt comparison given his own tragic boyhood experience in the notorious Crime Alley.

No Man's Land

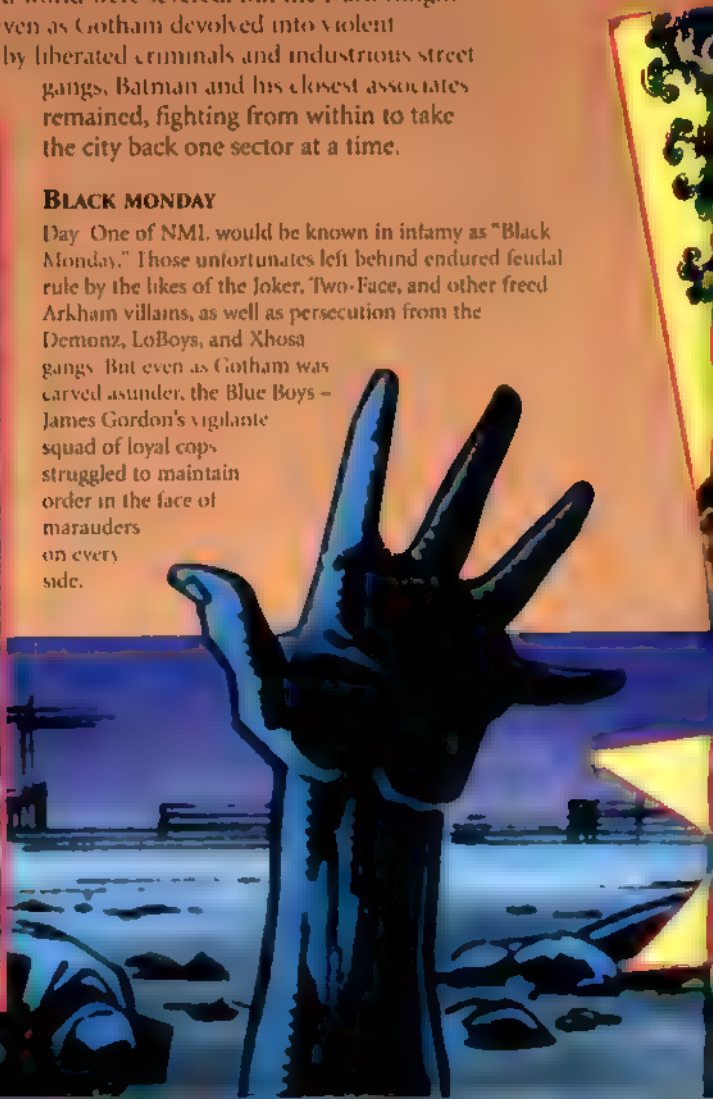
COLLATERAL DAMAGE
After the quake, Batman and Robin watched helplessly as city workers struggled to dig out victims of the earthquake. Days of fires, looting, and lawlessness ensued, leaving countless dead in its wake. Soon, gang warfare and cyclical violence would further cripple Gotham.

VORTEX IN THE DARK
Jack Ryder, host of Vesper Fever's Voice of the Night, broadcasted live from the roof of the Vesper Fever building as the earthquake struck. Ryder's fate after the quake is unknown.

GOTHAM FACED ITS DARKEST HOURS. Having just barely contained "The Clench," a virulent outbreak of Ebola Gulf A which killed thousands, Gotham City was ill prepared when the Cataclysm struck. The earthquake's tremors measured a staggering 7.6 on the Richter Scale, but its aftershocks were far more unsettling. Declared a Federal "No Man's Land" by the US Government, Gotham's bridges were dynamited and its arteries to the civilized world were severed. But the Dark Knight would not concede. Even as Gotham devolved into violent fiefdoms lorded over by liberated criminals and industrious street gangs, Batman and his closest associates remained, fighting from within to take the city back one sector at a time.

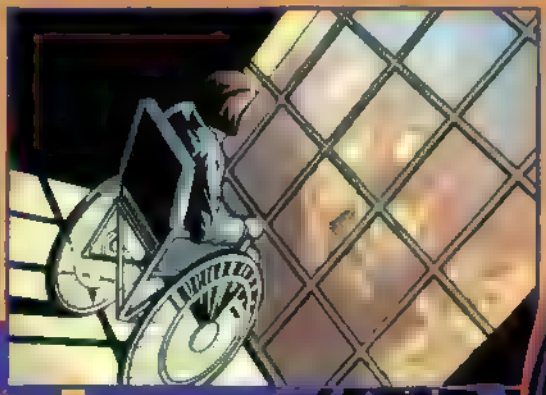
Black Monday

Day One of NML would be known in infamy as "Black Monday." Those unfortunates left behind endured feudal rule by the likes of the Joker, Two-Face, and other freed Arkham villains, as well as persecution from the Demonz, LoBoys, and Xhosa gangs. But even as Gotham was carved asunder, the Blue Boys – James Gordon's vigilante squad of loyal cops struggled to maintain order in the face of marauders on every side.



FALLING DOWN
Below the No Man's Land edict an exodus of certain refugees resulted in tragedy when fleeing citizens jammed the Vincent Lee Bridge, the weakened span collapsed under their weight sending thousands to watery graves at the bottom of the Gotham River.

WAYNE IN WASHINGTON
Bruce Wayne was Gotham City's last hope. Believing dark forces to be behind the push for the city's destruction, he accompanied Mayor Marion Grange to Capitol Hill and lobbied for Gotham's stay of execution. Mayor Grange fell victim to an assassin's bullet meant for Wayne himself, whose impassioned speech before Congress failed to avert the disaster of No Man's Land.



LEGAL RULES
As Gotham was torn apart by rival factions, Oracle began her record of liberated territories "tagged" by the Dark Knight in spray-paint as he fought to reclaim the city.

SCRATCH
...rock star to political powerhouse and shaker, charismatic Nicholas Scratch passed himself off to be the creator of Gotham's ... gallery of ... warrant" ... take control of the city.

Gotham Rebuilt

LEX LUTHOR SUCCEEDED where Bruce Wayne failed. Openly defying Congressional edict, the power-hungry Metropolis mogul capitalized on public opinion rallying to reverse Gotham City's status as a condemned No Man's Land. While the US Government argued whether or not Gotham deserved a second chance at life, Luthor set his plans in motion, descending upon Gotham and establishing his "Camp Lex" in Grant Park as a beachhead for re-taking the city. After fierce debate, Congress reneged and the ambitious "Billion Dollar Build-Up" Federal Works Project began, teaming LexCorp, STAR Labs, Wayne Enterprises and its charitable arm the Wayne Foundation, as well as the US Army Corps of Engineers in rebuilding Gotham from the ground up.

MASTER BUILDER
Lex Luthor's plans to rebuild Gotham were wholly motivated by corporate greed. Even while galvanizing Gotham's residents to pull together in the dig, they were way out of NML, he plotted to destroy the city's property records so that he could seize any land he desired

Luthor's Amazonian bodyguard Mercy

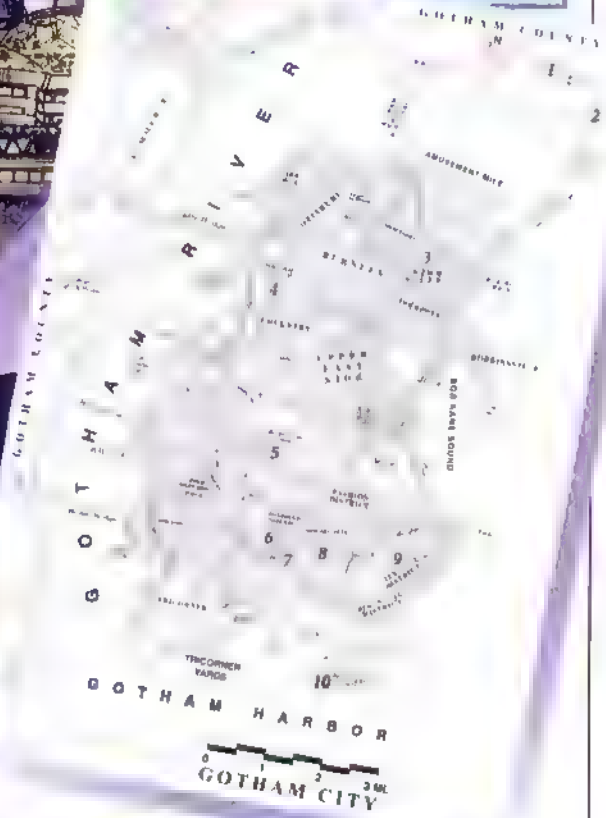
GOTHIC TO GLASS

New Gotham's skyline is an amalgam of yesterdays and tomorrows. Newly-erected towers of glass stand side-by-side with granite Gothic citadels preserved from the old city. This dichotomy of architecture appeals to both native Gothamites and the city's teeming newcomers, the latter attracted to the blank slate afforded by a reborn Gotham. The city once described as a "sinkhole of corruption" now looks forward to a hard won era of peace and prosperity

ARCHITECT OF HOPE
By committing the construction might of his conglomerate LexCorp to rebuilding Gotham City, Lex Luthor scored an incalculable political coup. But while Luthor's efforts were lauded as worthy of a Nobel Prize, the power-hungry tycoon had his eyes on a more lucrative trophy. As LexCorp re-roots itself in Gotham's financial district, Luthor capitalized on his new humane image to make a successful bid for the US Presidency

MASS TRANSIT

While repairs to Gotham's antiquated subway continue, commuters can now travel on the new Rapid Transit System monorail. Spiraling through Gotham on 134 miles of elevated track, the G.R.T.S. monorail is the world's longest independently-operated conveyance



1 WAYNE MANOR
2 BRENTWOOD ACADEMY
3 CRIME ALLEY
4 ARKHAM ASYLUM
5 ROBINSON PARK
6 WAYNE TOWER
7 ORACLE'S CLOCKTOWER
8 G.C.P.D. HEADQUARTERS
9 CATHEDRAL SQUARE
10 BLACKGATE ISLE

BRUCE WAYNE

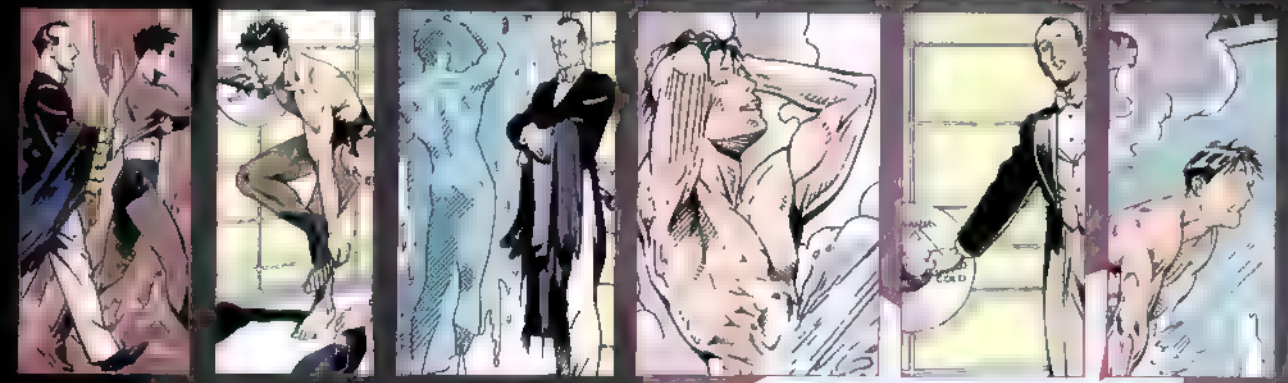
BRUCE WAYNE DOES NOT EXIST. In many ways, Bruce Wayne also perished the night his parents were murdered in Crime Alley all those years ago. In Bruce's own mind, Batman became the dominant reality from that moment forward as his quest for justice overshadowed all other personal needs or desires. So single-minded in his crusade, Bruce thinks of himself only as the Dark Knight. The bored billionaire playboy Bruce Wayne – so well known to Gotham City – is merely a ruse, distracting all those around him from the fact that his beneficent concerns take a decidedly more hands-on approach when day turns to night and the Batman changes into his "working clothes."

MOST ELIGIBLE BACHELOR

For a bevy of starlets, sirens, and socialites, Bruce Wayne will always be "the one that got away." Though spied by paparazzi on the arms of such fetching beauties as diva LaDonna Diaz or cover girl Lydia Granger, the confirmed bachelor, so often "called away on business," rarely finishes a late night tryst. This only makes Bruce's potential paramours all the more ardent, each convinced she might be the one to finally reel him in.

DOG DAZE
While purchasing hot dogs for a hungry date, Bruce – unable to reveal Batman's combat skills – prevented a robbery by temporarily blinding the would-be thief with a squirt of mustard!

A CLEAR HEAD
Beneath the façade of the hard living billionaire playboy Bruce Wayne is a devout teetotaler.



LOST IN THE PART

By imparting his own theatrical expertise, Alfred Pennyworth has helped Bruce to maintain his dashing playboy persona. But when Bruce seemed lost in the part after meeting the bedazzling Poison Ivy, Alfred cooled his employer's ardor and brought him back to reality with a cold shower.

ON THE COUCH

Occasionally the worlds of Bruce Wayne and Batman collide. When Bruce submitted to psychological profiling to maintain his Wayne corporate incognito, he unwittingly revealed an unsuspected split played into the hands of his foe, who knew his secret identity. As the notorious Professor Hugo Strange manipulated Bruce's and Batman's tasks of billionaire and Batman began to slip.

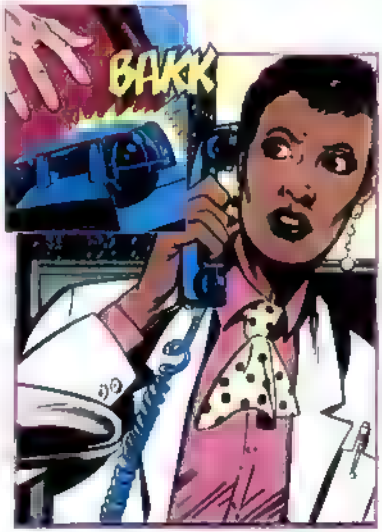
IDENTITY CRISIS

But even as Strange gloated, Bruce had explained to his evil doctor and to the Dark Knight's secret. Bruce compelled himself to repress his own alter ego, inducing partial amnesia to forget he ever was Batman. Meanwhile, Nightwing and Robin raced to defeat Strange.

Loved and Lost

VICKY VALE
Photo-journalist Vicki Vale's camera never lied, nor did her boyfriend Bruce Wayne. It's a pity he never told her about his alter-ego Batman either, despite many heart-wrenching attempts. As Vicki drew close, Bruce retreated behind the veil of his secret identity, suffering in silence as he pushed her away forever.

SOMETIMES LOVE can be the greatest foe of all. Although the Dark Knight's relentless crusade ill affords time for dedication to affairs of the heart, Batman has found himself distracted by romance more than once. In the seemingly endless queue of beautiful women spied on the arm of billionaire Bruce Wayne, only a handful have glimpsed the "real" man behind the bored playboy facade. And of this chosen few, the names Julie, Vicki, Talia, Silver, Shondra, Kathy, Vesper, and Ivy have all given the Dark Knight significant pause over the years. In her own way, each of these women has forced Bruce to choose between true love and the war he has pledged to fight until his dying day.



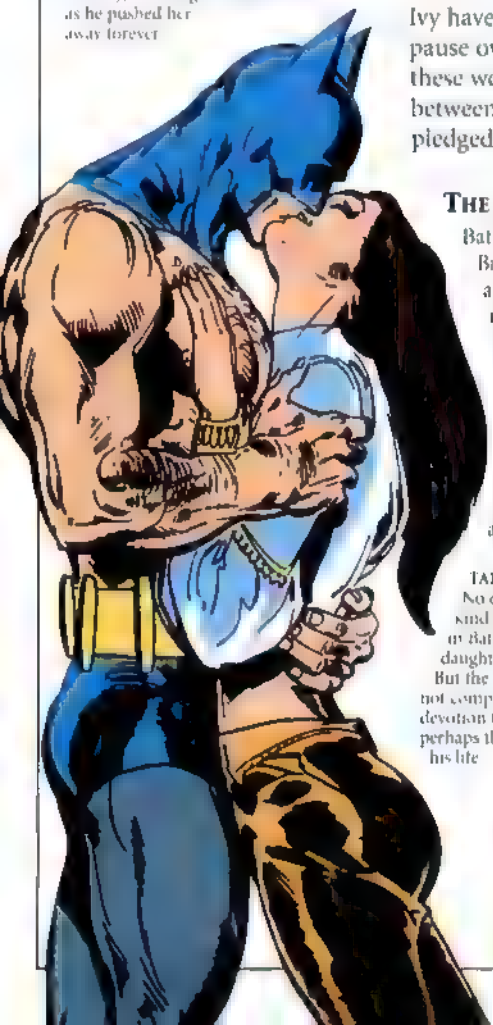
DR. SHONDRA KINSOLVING
Before Bruce could reveal his feelings to personal physician Shondra Kinsolving, Bane crippled [illegible] Shondra unwittingly was kidnapped by her evil half-brother Benedict Asp, who warped her latent empathic abilities to evil. Though Bruce defeated Asp and rescued Shondra, the damage to her mind was too great. As she healed Bruce's lingering injuries, Shondra's psyche regressed into childhood.

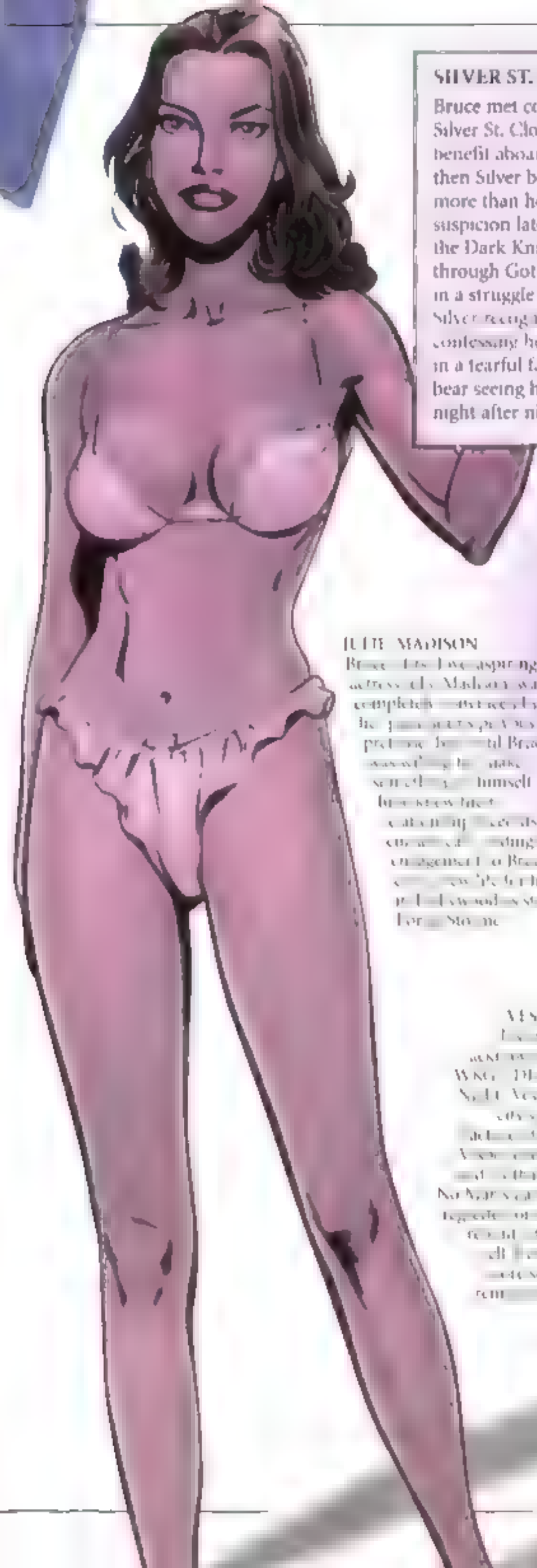
The Heart of the Bat

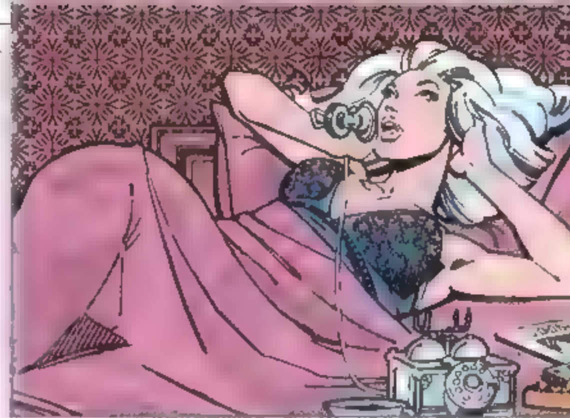
Batman protects his heart with body armor; Bruce Wayne shields his by being distant and aloof. Bruce has surrendered to the realization that true happiness will always be secondary to his crusade. He has accepted loneliness as his lot in life, convinced that he can accomplish a greater good by sacrificing companionship for devotion to his cause. Knowing the constant dangers he faces, Bruce is reluctant to make love another casualty of his war on crime.

KATHY KANE
When Bruce dreamt of the future, he often found Kathy Kane – once the girl gangbuster Batwoman – the focus of an idyllic life with the Dark Knight happily married and satisfyingly retired. But neither Bruce and Kathy, nor their masked alter-egos, ever acted upon their mutual attraction. And when the lovely circus owner was killed by the League of Assassins' bronze Tiger, it was far too late.

TALIA
No other woman has kindled greater passion in Batman than the daughter of Ra's al Ghul. But the Dark Knight will not compromise his devotion to justice for perhaps the love of his life.

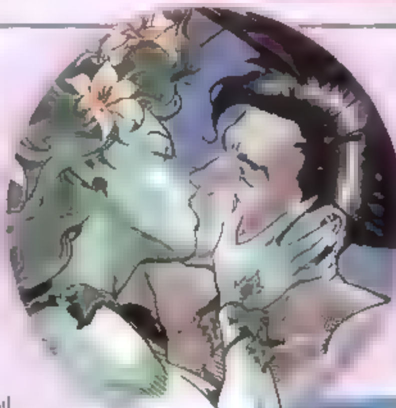






SILVER ST. CLOUD

Bruce met convention organizer Silver St. Cloud during a charity benefit aboard his yacht. Even then Silver believed Bruce to be more than he appeared, a suspicion later confirmed when the Dark Knight crashed through Gotham's Expo Center in a struggle with an assassin. Silver recognized her suitor, confessing her love to Batman in a tearful farewell rather than bear seeing him risk his life night after night.



PAMELA ISLEY

[illegible]

JULIE MADISON

[illegible]

VESPER FAIRCHILD

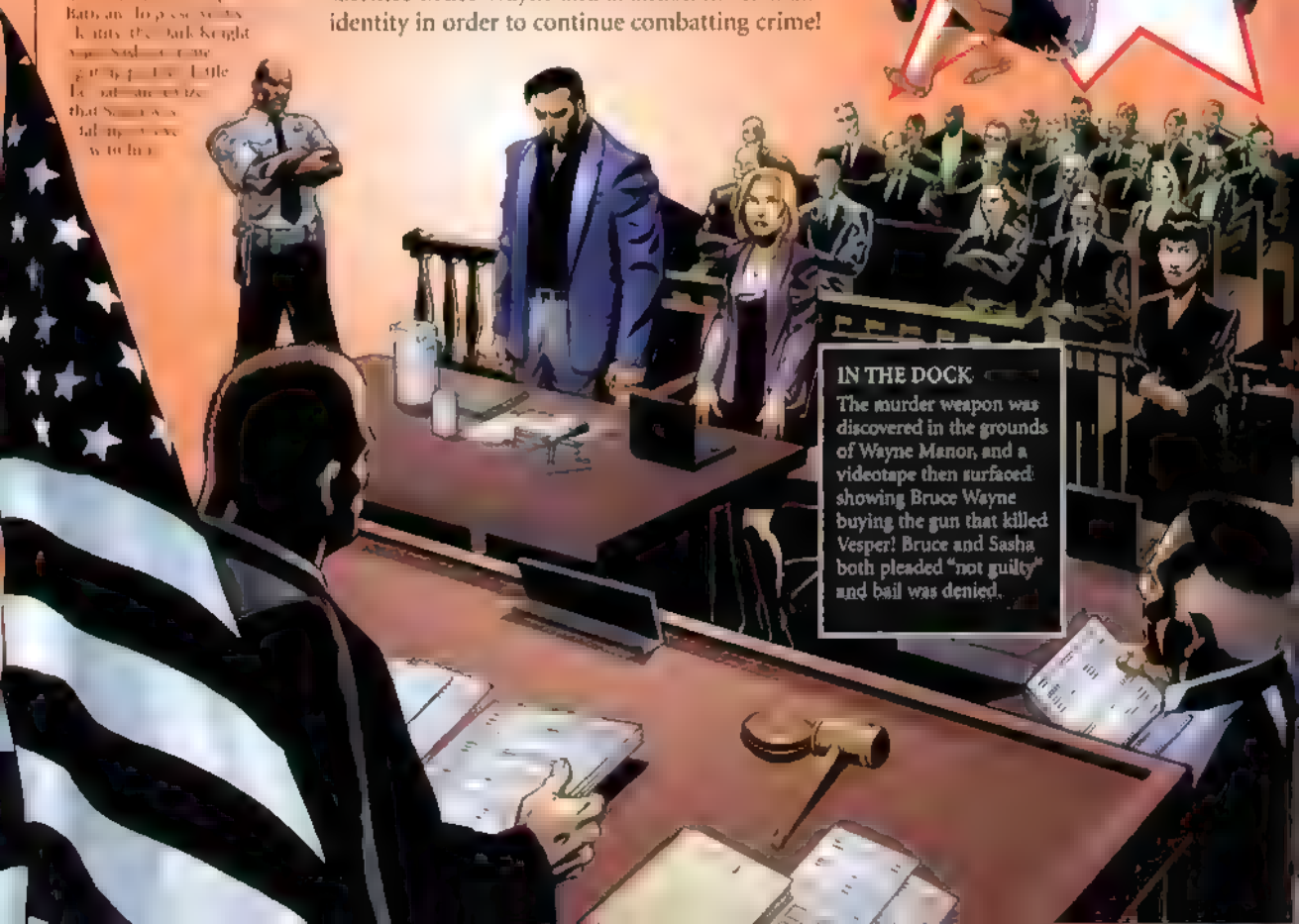
[illegible]

BRUCE WAYNE: MURDERER

THE BODYGUARD
Prior to Vesper's murder, Bruce's bodyguard Sasha had learned that Vesper was Batman. In order to protect Bruce's secret identity, Sasha became [illegible] Little [illegible] that Sasha was [illegible]

IT WAS UNTHINKABLE. Could the famous billionaire playboy really have killed his ex-lover, Vesper Fairchild? When Vesper's bullet-riddled body was found in the foyer of Wayne Manor, all evidence pointed to Bruce as the prime suspect, with Bruce's bodyguard Sasha Bordeaux as an apparent accomplice! Bruce and Sasha were arrested and arraigned for first-degree murder. Escaping from jail, Gotham's favorite son became the city's most wanted fugitive as the assembled Bat Family raced against time to prove Bruce's innocence. Unfortunately, Batman was willing to sacrifice Bruce Wayne and abandon his civilian identity in order to continue combatting crime!

FREEZE!
As Bruce radioed Vesper's lifeless body [illegible] GCPD responded to a 10-66 and made the arrest. Bruce and Sasha [illegible] Vesper's murder!



IN THE DOCK
The murder weapon was discovered in the grounds of Wayne Manor, and a videotape then surfaced showing Bruce Wayne buying the gun that killed Vesper! Bruce and Sasha both pleaded "not guilty" and bail was denied.

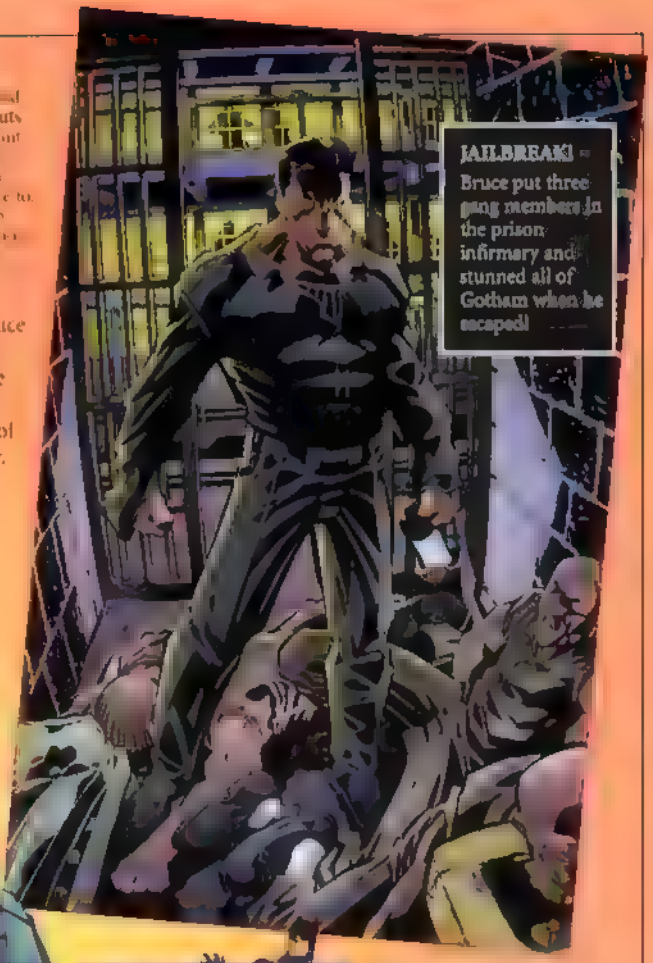
SASHA'S SACRIFICE
Sasha could have exonerated herself by revealing their whereabouts [illegible] but would be betraying Batman's identity and [illegible] Bruce kept her safe. Sasha came to love Bruce. Oracle grilled Sasha for information that might prove their innocence.

THE FUGITIVE

Held in Blackgate Penitentiary, Bruce and Sasha both suffered abuse from fellow prisoners. But while Bruce Wayne was behind bars, Batman could do nothing. Bruce escaped and became a fugitive from justice. He was willing to renounce his true identity and let the world believe him guilty of murder if he could continue to function as the Caped Crusader. The Bat-Family, Nightwing especially, wouldn't accept their mentor's decision. In the shadows of the Batcave, the Dark Knight and his first squire came to blows as Nightwing tried in vain to convince Batman to fight for the life of Bruce Wayne.

A BAT FAMILY AFFAIR
Despite being [illegible] the Dark Knight, Nightwing, Robin, [illegible] but [illegible] the real killer.

Batman and Nightwing clash in the Batcave



JAILBREAK!
Bruce put three gang members in the prison infirmary and stunned all of Gotham when he escaped!

THE MARK OF CAIN
Ultimately Batman realized that his partners were right: he *needed* Bruce Wayne. With the Bat-Family's help, the Dark Knight discovered that Lex Luthor had harbored a grudge [illegible] and episode Luthor had lured the assassin Cain to murder Vesper Fairchild and frame Bruce for the crime.

GOODBYE KISS
Sasha was freed from [illegible] with plastic [illegible] but [illegible] Sasha could not [illegible] him for leaving her to [illegible] She [illegible] Gotham forever.

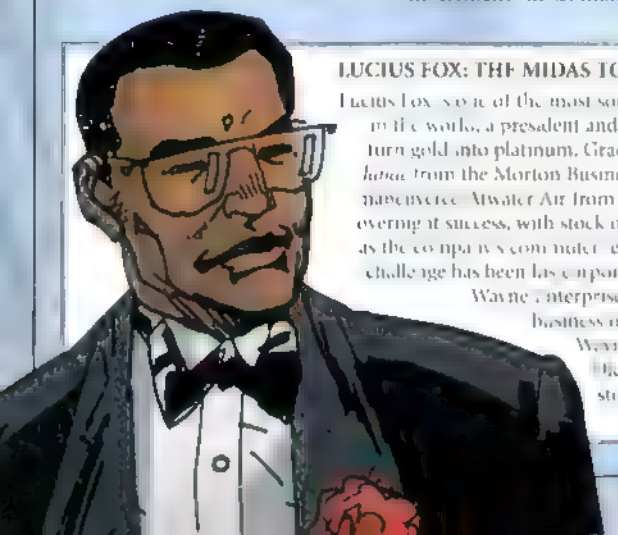
Wayne Enterprises

THE WAYNE BUILDING
Erected in 1939, the Wayne Building – headquarters of WayneCorp and the Wayne Foundation – is one of the few remaining landmarks of Old Gotham to survive the city's great earthquake. At 78 stories (1,207 ft to the tip of its antenna), the Wayne Building is also Gotham's tallest pre-quake structure. It continues to be the nerve center of the city's financial district.

Considered the backbone of Gotham, Wayne Enterprises and its various subsidiary corporations employ the largest portion of the city's considerable work force. From wealth amassed by the extensive real-estate holdings of Judge Solomon Wayne, His Honor's heirs established Wayne Shipping and Wayne Chemical, companies energized by America's booming Industrial Revolution. As the 20th century dawned, WayneCorp and its fledgling aviation division ushered the city past the woes of the Great Depression and two World Wars. Today, WayneTech and Wayne Aerospace stand at the forefront of pharmaceutical and technological research and development. The charitable Wayne Foundation reinvests the fruits of the Wayne holdings' labors in philanthropic endeavors at home and abroad.

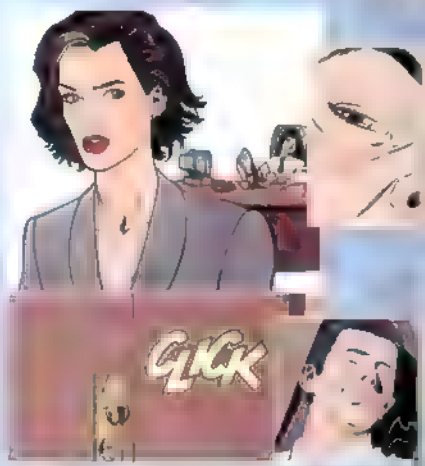
After the Crash

Wayne Enterprises is perhaps the only Gotham-based corporation to weather the city's calamitous earthquake and year of No Man's Land. The company ensured its continued survival by transferring the burden of its manufacturing to satellite facilities elsewhere. Profits earned during NML were some of the first capital funds applied to the city's eventual rebuilding. Without hesitation, Wayne Enterprises exceeded Lex Luthor's investments in Gotham's future.

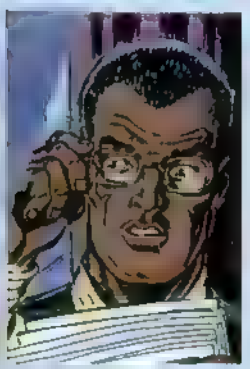


Lucius Fox: The Midas Touch

Lucius Fox is one of the most sought-after businessmen in the world, a president and CEO with the power to turn gold into platinum. Graduating *magna cum laude* from the Morton Business School, Fox [illegible] Atwater Air from near bankruptcy to overnight success, with stock options soaring as high as the company's commuter jets. But Fox's greatest challenge has been his corporate restructuring of Wayne Enterprises, handling day-to-day business operations for Bruce Wayne as well as nurturing Dick Grayson's impressive stock portfolio.

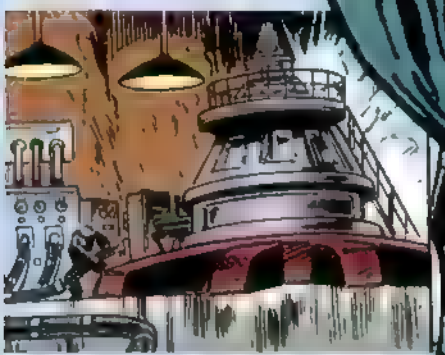


POWER NAP
To his employees, billionaire Bruce Wayne is just another member of the idle rich, whiling away the workday morning dreaming of an early afternoon tee-off at the Bristol Links Country Club's golf course.

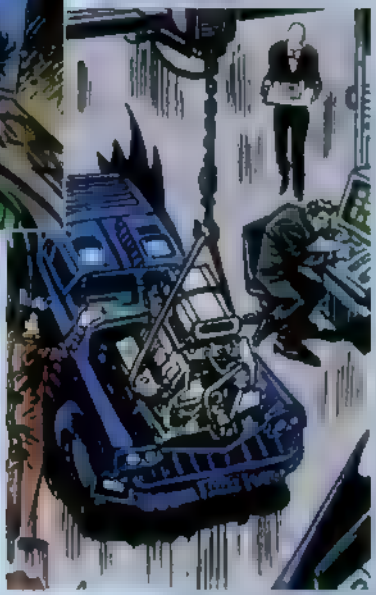


FINANCIAL LOSSES
Mergers and buy-outs among Wayne Enterprises' lenders have forced Lucius Fox to restructure the company's debt. Fox has discovered shortages in inventory valued at nine figures or more. He does not know that the most coveted piece of property has been misappropriated by owner Bruce Wayne himself for the Dark Knight's personal use.

IN THE BLACK
Fox wonders if Wayne Tech's research into integrated infrared and thermal imaging, as well as its state-of-the-art low-light vision technology, is worth the estimated $2 million deficit of Wayne Foundation optics listed on the latest Office of Damage Reports.

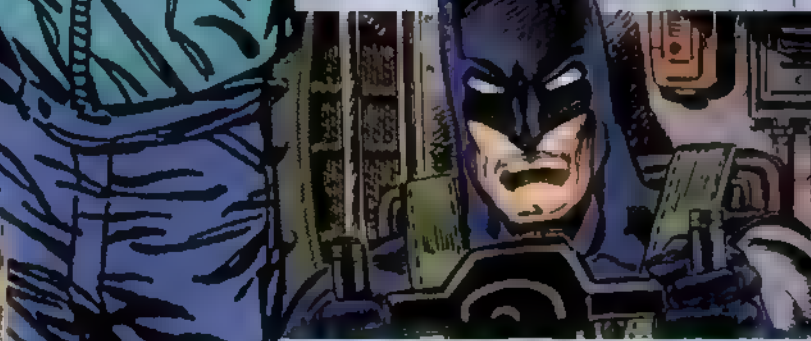


GENERATING INCOME
A missing Wayne Tech prototype hydrogen generator, a clean and efficient electrical source, produced its fuel via the photosynthesis of the green algae *Haematococcus pluvialis*. Mixed in the bacterium *Rhodovulum sulfidophilum*, WT-78 Now it powers the Batcave!



COMPANY CARS
Wayne Industries' automotive division produces some of the world's most advanced race engines, set design specs for the division's latest models often seem to flip through digital cracks during internet-based e-mail transmissions, while experimental drive-trains from Wayne Warehouse storage

HOISTED ASSETS
Wayne Shipping is at a loss to explain payments totaling to tens of thousands of dollars each month to Gotham's Metro Rail Authority. Records indicate heavy equipment were shipped from the company's former Yards division. Wayne Enterprises was forced to pay the crimes manufacturer before the train system was reimbursed.



SKYROCKETING DIVIDENDS
Even more curious is the secret Gotham contract C-130 transponder plates were ordered several months before W-3 Wraith jets were ordered to track the planes which have disappeared right off Wayne Aerospace's radar screens. Is the government involved, or is Wayne Shipping's private set far outweighing the cost of the planes itself?

Commissioner Gordon

JIM GORDON BELIEVES in the Batman. A former Chicago police captain, Gordon's transfer to Gotham City paralleled the Dark Knight's emergence as costumed crime fighter. This coincidence has bound them inextricably since their first fateful meeting. Assigned to capture the urban legend stalking Gotham's lawbreakers, Gordon instead forged an uneasy alliance with the mysterious vigilante while rooting out the very real internal corruption plaguing the G.C.P.D.. In time, Gordon would be named Commissioner and the Dark Knight would become a trusted ally in policing Gotham's streets. This partnership, however, has exacted a heavy toll on Gordon's own health and the lives of his most cherished loved ones. A mutual sense of shared tragedy has bound him and Batman even closer together.

THE LONG GOODBYE

After more than 20 years on the force, three bullets convinced Jim Gordon it was time to retire. Still recovering from the near-fatal shooting which united the Gotham Police and the Bat-Family in hunting down his assailant, Gordon left the G.C.P.D. a better place, though a much lonelier one for the Dark Knight.

COMMISSIONER GORDON

REAL NAME: James W. Gordon

OCCUPATION: Retired Police Commissioner

BASE: Gotham City

HEIGHT: 5 ft 9 in **WEIGHT:** 168 lb

EYES: Blue **HAIR:** White

FIRST APPEARANCE: DETECTIVE COMICS #27 (May, 1939)

THE PRICE OF LOVE

Although Barbara Gordon adored her husband, she soon came to realize that Jim was even more married to his badge. Despite frequent estrangements, they lived together for the sake of their two sons, Jim Jr. and Dana, and adopted daughter Barbara. In time, Jim and Barbara divorced, leaving Jim to raise their children. Barbara would remain in Gotham City, fighting crime with her father's blessing.

LIFE FOR LIFE

When the Joker abducted the first 36 newborn children of Gotham in a plot to crash the Trade Center, Sarah Gordon gave her life to save them. As she caught an infant callously thrown by the Ace of Knaves, she dropped her gun. While Sarah shielded the baby in her arms, the Joker mercilessly shot her.

Ironically, the Joker feigned no interest in Sarah's death

SARAH ESSEN GORDON

Gordon packs a mean left hook!

STREET TOUGH
Once a cop, always a cop. Gordon is licensed to carry his service pistol, a Browning BDAO 9mm automatic. For extra protection, he conceals a Smith & Wesson .38 Police Special revolver in a "hold-out" ankle holster. But even without a gun, the streetwise Gordon knows how to start and finish a fight.

GOTHAM'S FINEST

THANKS TO NO MAN'S LAND, the Gotham City Police Department has earned a new level of public respect. Dubbed the "Blue Boys" during that terrible year, a cadre of Gotham cops led by Jim Gordon remained behind to keep the peace in the quake devastated and isolated city. With Gotham rebuilt, Gordon has retired, knowing that a few honest cops remain, including new Commissioner Michael Akins and Chief of Police Mackenzie "Hardback" Bock. As before, Lt. Harvey Bullock's Major Crimes Unit boasts detectives Renee Montoya, Crispus Allen, Joely Bartlett, Vincent Del Arrazio, Dagmar Procjnow, Tommy Burke, Ivan Cohen, and Andrea "Andi" Kasinski among its officers.

Officer Dan Isley

Det. Renee Montoya

BADGE OF HONOR

Marked with a [illegible] personal [illegible] Gotham's militia of [illegible] reorganized the GCPD [illegible] recruitment drive to bolster its thinned ranks. The program targeted enterprising young men and women wanting to improve the quality of life in the city.

DET. RENEE MONTOYA

The daughter of Dominican immigrants, Renee Montoya has worked long and hard to earn her detective's shield. As a beat cop, she [illegible] predicted escaped serial killer Mr. Zsasz, proving her mettle to a predominately male police precinct.

BULLOCK'S LAW

Harvey Bullock has but three vices: donuts, a good cigar, and old movies. Admittedly rough around the edges, the former sergeant finds his role commanding the G.C.P.D. Major Crimes Unit an uncomfortable fit, even with Gotham battling the same old problems. Organized crime has re-established itself, with at least five cartels vying for supremacy. And in addition to the usual costumed villainy, Gotham faces civil turmoil with "OGs" (Original Gothamites) threatening "Deezees" returned citizens who supposedly "deserted" the city during NM[illegible]

DET. CRISPUS ALLEN

[illegible] Crispus Allen [illegible] respects his uncanny [illegible] Allen [illegible] Montoya [illegible] [illegible] Gotham. When accused of [illegible] Allen [illegible] belief in the law.

URBAN COMMANDOS

Led by Lt. Gerard [illegible] the Gotham Quick Response Team (GQRT) is perhaps the most [illegible] trained of all GCPD squads. This rapid deployment unit is divided [illegible] to combat [illegible] unique [illegible]

Tattered face shield

Nomex fiber tear resistant uniform

Reinforced gauntlet

Heckler & Koch submachine gun

Lt. Harvey Bullock

Ballistic helmet

Kevlar body armor vest

Baton

Handcuff case

Q.R.T. logo patch

8 oz of fine steel shot packed into knuckle guards

Officer Wayne Roder

Det. Stan Kitch

ROBINSON PARK RESCUE

One of the first [illegible] Gotham's new [illegible] Q.R.T. division was aiding the [illegible] liberation of [illegible] Park from [illegible] by [illegible] of cheaply [illegible] during [illegible]

Sky writing platform

Optical feedback system

60 watt laser

Focusing mirror

BAT SIGNAL

Armed with its own self destruct package, this [illegible] laser signal can sky write [illegible] addresses.

Programmable keypad

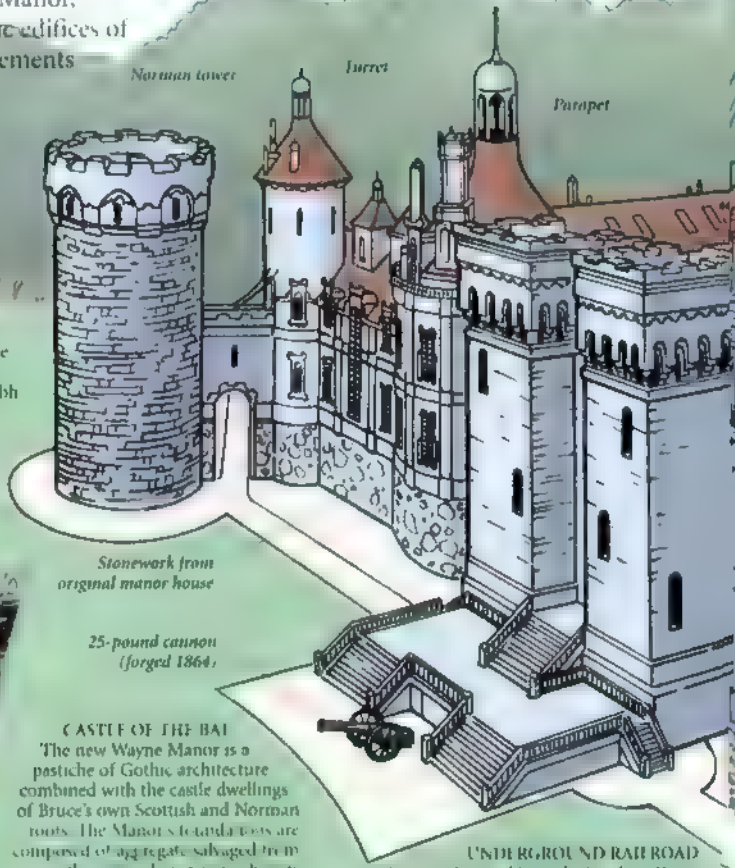
Aluminum salt battery

Wayne Manor

STATELY HOME to the Wayne family for nearly 150 years, Wayne Manor overlooks Gotham City from the wealthy Crest Hill community of Bristol Township. The sprawling mansion was commissioned by railroad mogul Jerome K. van Derm in 1855, but was unoccupied until Solomon Zebediah Wayne – Bruce Wayne's great-great-grandfather – and his brother Joshua set up residence in 1858. Domicile to the generations of Waynes who followed, the Manor sadly fell victim to Gotham's terrible earthquake. His home damaged beyond repair, Bruce Wayne reluctantly elected to totally redesign the Manor, erecting a veritable fortress inspired by the Gothic edifices of Old Gotham architect Cyrus Pinkney. High battlements and parapets adorn the modern Manor, making it a fitting sanctuary for the Dark Knight who dwells within.

OLD WAYNE MANOR
Once a hub of charity balls and Gotham glitterati, the Wayne mansion grew cold and lonely after the deaths of Bruce's parents

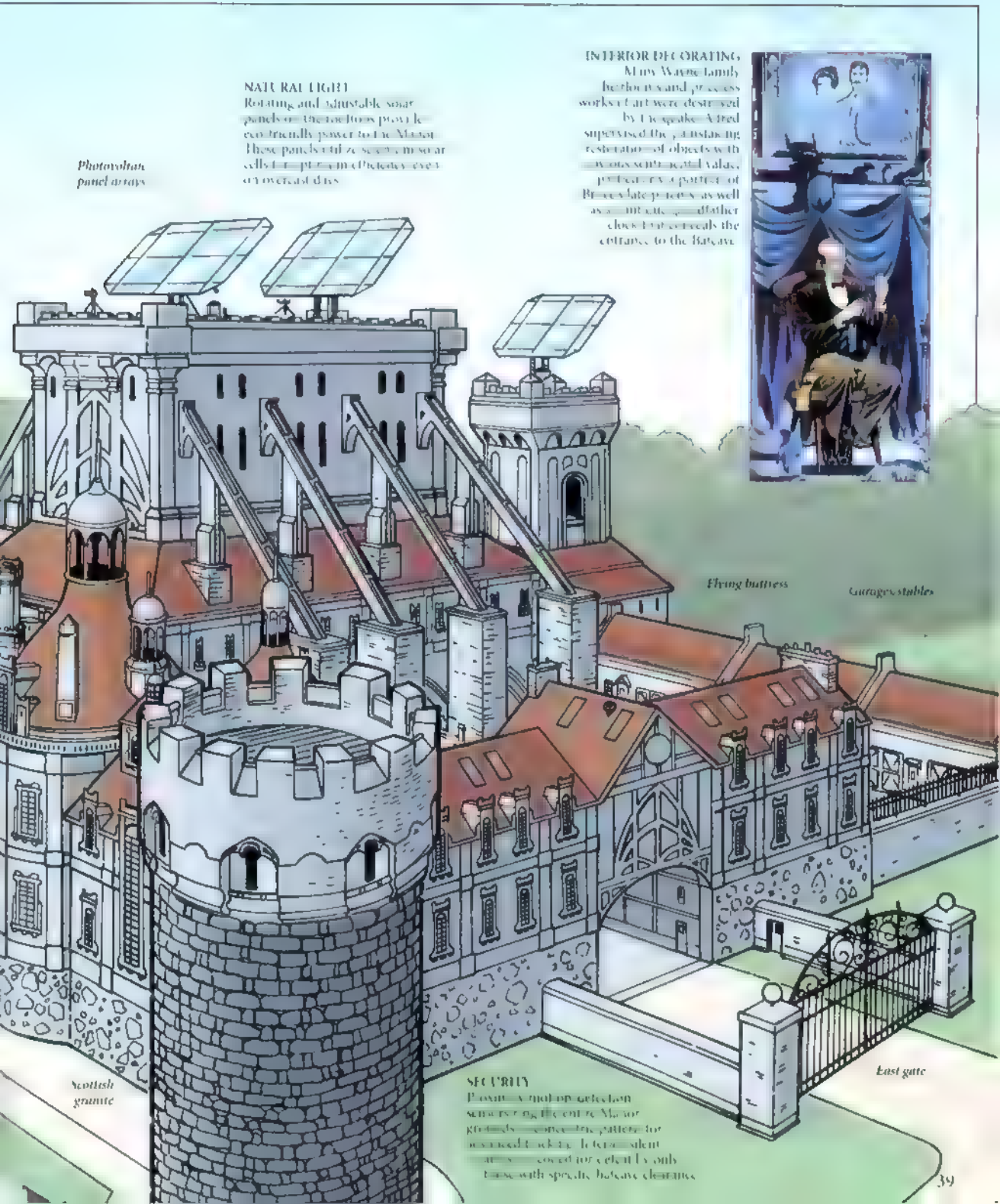
ANCESTRAL TIES
A castle befits Bruce Wayne's ancestry. While his great-grandmother belonged to the MacDubh clan of Scotland, a more distant relative was Sir Gawayne de Wayne, a French knight of the Scottish Court who fought and died in the Crusades.



CASTLE OF THE BAT
The new Wayne Manor is a pastiche of Gothic architecture combined with the castle dwellings of Bruce's own Scottish and Norman roots. The Manor's foundations are composed of aggregate salvaged from the original mansion, while its formidable turrets are shipped to Gotham stone by stone – once belonged to the 15th century Scottish keep of the MacDubh clan

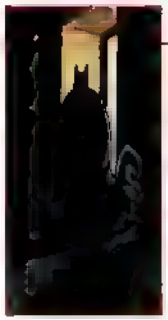
HOME WRECKER
Though his properties in Gotham had been quake proofed, Bruce Wayne's own home was not. Wayne Manor sat directly above a geological fault line. When the tectonic plates slipped, the Manor was cleaved in half, collapsing into the Batcave below

UNDERGROUND RAILROAD
During the Civil War, the brothers Wayne ran Southern slaves in the caves beneath Wayne Manor, an artery of the "Underground Railroad" leading to freedom in the North. The Lincoln trail guns on the Manor grounds were gifts to Solomon Wayne from a Harvard classmate and fellow opponent of slavery


NATURAL LIGHT
Rotating and adjustable solar panels on the rooftops provide eco-friendly power to the Manor. These panels utilize state-of-the-art solar cells that perform effectively even on overcast days.
INTERIOR DECORATING
Many Wayne family heirlooms and priceless works of art were destroyed by the quake. Alfred supervised the painstaking restoration of objects with sentimental value, including a portrait of Bruce's late parents as well as the antique grandfather clock that conceals the entrance to the Batcave.
Photovoltaic panel arrays
Flying buttress
Garages/stables
Scottish granite
East gate
SECURITY
Remote motion detection sensors rig the entire Manor grounds. Once the perimeter is breached, the fence is electrified and a silent alarm is activated. Only Bruce with special Batcave clearance

THE BATCAVE

NIGHT CREATURES
The bats inhabiting the caves beneath Wayne Manor filled young Bruce with horror.



SECRET PASSAGE
Access to the Batcave from Wayne Manor was through a concealed doorway behind the grandfather clock in Bruce's study. Turning the clock's hands to 10:04 the exact time of the murders of Thomas and Martha Wayne opened the hidden passage.

Stairway to Wayne Manor

TO FOUR-YEAR-OLD Bruce Wayne, the labyrinthine limestone caverns beneath the Wayne Estate were a place of fear. One day he stumbled and fell into one of these grottoes. He remained trapped with the hundreds of bats nesting there until his father descended into the darkness to rescue him. As an adult, Bruce returned to the cave to establish a subterranean sanctuary for his own bat-inspired alter-ego. Hidden beneath Wayne Manor, this highly-equipped, multipurpose "Batcave" served as the perfect headquarters for the Dark Knight to wage his clandestine war on crime!

Ballistics analysis

Electron microscope

DNA Spectrograph

Bat costume vault

Hydraulic turntable

Elevator

Hats

Sword

Jason Todd's costume

Judge Clay's gavel

The Monk's hood

Mala penguin

World globe

Dana Dreyer's diary

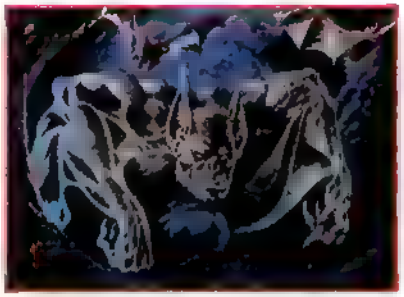
Thomas Wayne's "Batman" costume

Two-Face's coin

Giant penny (1947 Lincoln head)

COMPUTER AND WORKSHOP
The Batcave's crime lab and forensics tools rivaled those of the FBI or Interpol. Wayne Tech sub-contracts had advanced the sciences of genetic and fiber analysis while quantum leaps in computer engineering provided Batman with the hardware and software necessary to assemble the world's foremost digital database on criminals and their psychology.

THE TROPHY ROOM
Batman's trophies included a robot T. Rex, the diary of detective Dana Dreyer revealing Bruce Wayne as Batman, the sword of the assassin Deadstroke, the hood of the Monk, a portrait of Bruce, a clue in a past case), the gavel of a crooked judge, and the hats of Tweedledum and Tweedledee.



BAT PROBLEMS
Although the species (North American brown bat) feeds on insects, it does perch at high places like the Batcave floor when it is disturbed. After the explosions clearing the way, it is likely that Man Bat was previously disturbed by a passage from [illegible] roosted there briefly.

CLOUD COVER
Concealed venting tubes on the hillside expel artificial fog to cover take-offs and landings of the Bat copter and Bat plane.

NO-FLY ZONE
Increased airspace surveillance by the authorities essentially forced Batman to ground his flying craft and rely on Batmobile. Wayne Enterprises operates from Gotham hangars.

Bat Copter and Batplane hangars

Venting tubes

North American brown bats roost in cave

Limestone bedrock strata

Ramp to vehicle exit

Gymnasium and weight room

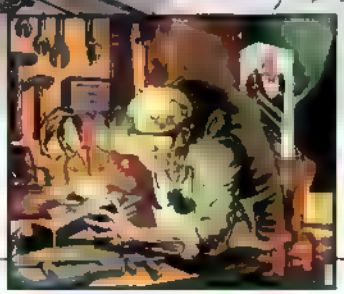
Central computer

Hydrogen generator

Chain mail vest

Batboat mooring

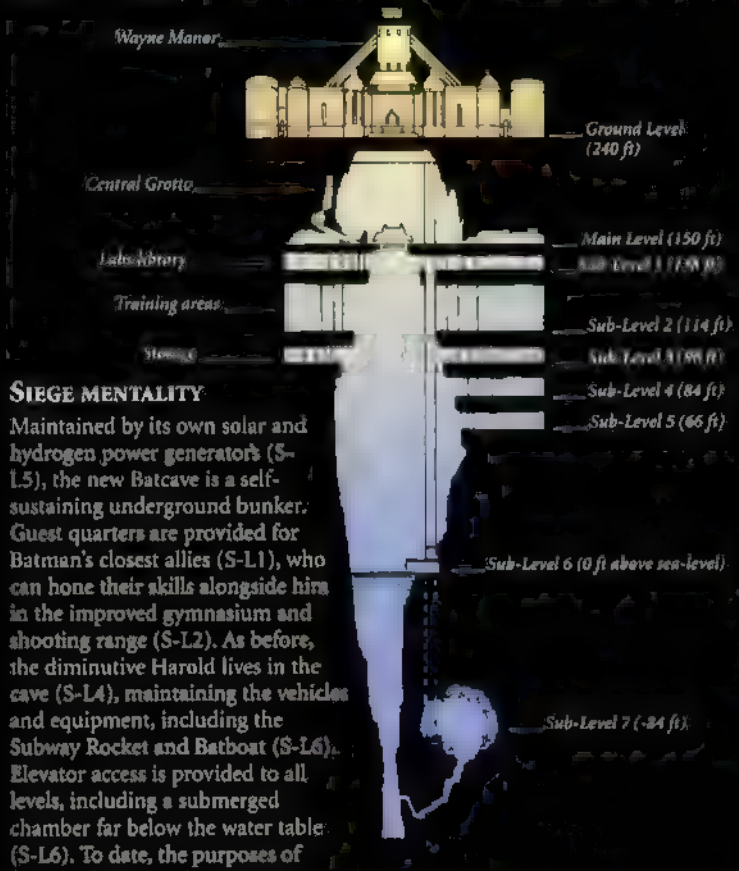
Subway rocket terminal



HAROLD
Once duped by the Penguin to threaten Gotham with his ecological bio-mate weapon, Harold found employment in the Batcave. There he could assist in maintenance of Batman's sophisticated equipment.

The New Batcave

In the aftermath of the earthquake that decimated Gotham City and razed the original Batcave, a redesigned headquarters reflects a new era in the Dark Knight's crusade. The rebuilt complex utilizes the cavern's height to greater advantage, with eight separate levels now making up Batman's underground refuge. Amid limestone stalactites and stalagmites, retractable walkways bridge multi-tiered structures, including an "island" computer platform with seven linked Cray T932 mainframes and a state-of-the-art hologram projector. Similar hi-tech updates to training facilities, forensics laboratory, library, and vehicle access have made this re-imagined Batcave a more formidable garrison than ever before.



Siege Mentality

Maintained by its own solar and hydrogen power generators (S-L5), the new Batcave is a self-sustaining underground bunker. Guest quarters are provided for Batman's closest allies (S-L1), who can hone their skills alongside him in the improved gymnasium and shooting range (S-L2). As before, the diminutive Harold lives in the cave (S-L4), maintaining the vehicles and equipment, including the Subway Rocket and Batboat (S-L6). Elevator access is provided to all levels, including a submerged chamber far below the water table (S-L6). To date, the purposes of S-L7 are known only to Batman.

INFORMATION OVERHAUL

Situated atop a rock ledge on the main level of the new Batcave, the island computer platform has been upgraded to permit speedy access to Batman's copious criminal files. Holographic displays provide three-dimensional imaging of various rogues, while a retractable glass map features detailed diagrams of New Gotham, as well as archival maps of the ruined city beneath.

Building wire frames and egress routes

HOLOGRAMS

3-D bust (Two-Face)

Lights

Halon jets

Hood descends to shield computer platform from seismic activity

HOOD

Hi definition flat screen

7 Cray T932 "Plug In" modules

Access ladder to Sub Level 1

REAR VIEW OF PLATFORM

Retractable glass map

CENTRAL COMPUTER TERMINAL

Hologram projector

BATCAVE SOUTH

During No Man's Land, Batman operated out of several satellite Batcaves (all built after his near-disastrous first encounter with Bane) which remain stocked for emergency use. Batcave South, hidden across from Paris Island, is one such [illegible]

NORTHWEST BATCAVE

Concealed in a sub-basement of Arkham Asylum, the existence of Northwest Batcave is a well-kept secret. Neither staff nor patients of the psychiatric hospital know of [illegible]'s battery-powered equipment and all-terrain vehicles [illegible] stored beneath them.

BATMOBILES

NO GREATER ASSEMBLAGE of automobiles has ever existed. From the very beginning of his crime-fighting career, the Dark Knight utilized more than one so-called Batmobile to speed him into the fray. Bulletproof and bolstered by impact resistant hydraulics, these "black thunderbolts on wheels" are the most technologically-advanced high-performance vehicles ever built. With engine specifications still ten years ahead of the latest Formula One racers, in addition to various extras more commonly associated with Stealth jets, the Batmobiles of the past remain fully operational, primed to continue the good fight if the Bat-Signal calls.

AUTO EXOTICA
B[illegible] was [illegible] ...ed to his status as urban legend with bat themed exteriors concealing marvels of engineering within!

BM2 SEDAN

BM1 ROADSTER

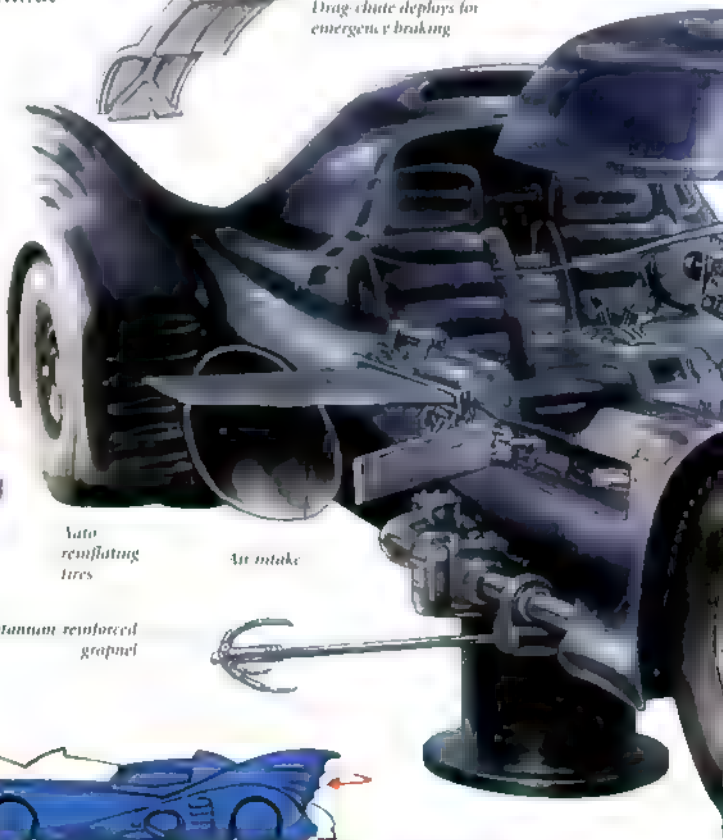
Variable polarization windshield

Drag chute deploys for emergency braking

BM3 HOT ROD

BM4 SPORT COUPE

BM5 DRAG RACER



Auto reinflating tires

Air intake

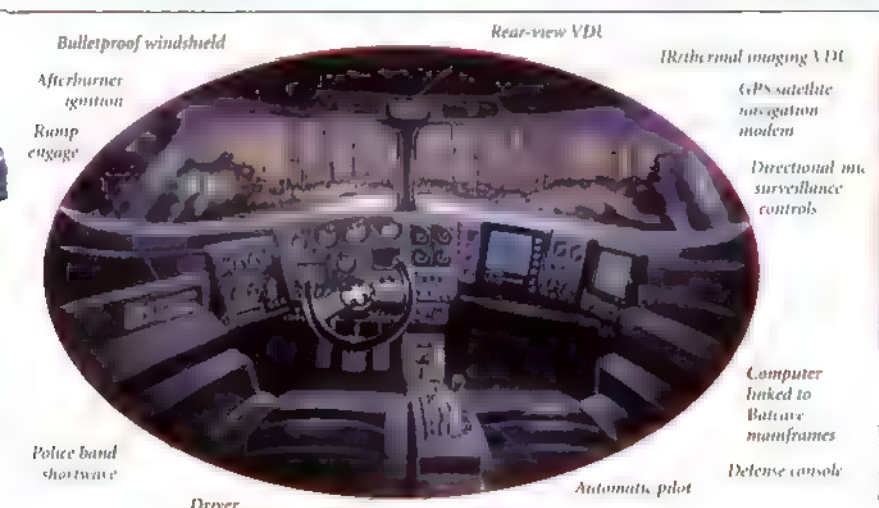
Titanium reinforced grapnel

BATMOBILE
(BM8 MODEL)

LENGTH: 19.7 ft
WIDTH: 7.9 ft
HEIGHT: 4.5 ft
ACCELERATION: 0-60 in 3.1 secs
MAX SPEED: 245 mph
ENGINE: 1,200 hp jet turbine
FUEL: Hi-octane jet fuel
TRANSMISSION: 5 speed manual
DRIVE TRAIN: 4WD

Ramp fully extended!

TURNING ON A DIME
This Batmobile included a hydraulic telescoping ramp which rotated the entire chassis upon a [illegible] axis for [illegible] maneuvers



RETRO CHIC
One of the fastest Batmobiles ever built, the BM6 was the first to include variable-position air foils which allowed Batman to alter the [illegible] to suit speed, weather and road conditions. Its sophisticated "blind driving" [illegible] allowed for absolute control at high speeds. The powerful afterburner of the Batmobile required the use of braking parachutes and lateral grapnel launchers to assist high speed cornering.

Dead end on a one-way street: patrol cars eat the Bat Missile's jet fueled exhaust!

NARROW ESCAPE
This Batmobile's [illegible] wheel assemblies. The resulting "Bat Missile" could negotiate Gotham alleys too narrow for ordinary four wheel pursuit vehicles.

BATTERING RAM
An earlier Batmobile sported this bat headed grille, a formidable battering ram to smash barriers with its knife edged, steel reinforced nose.

FULL METAL JACKET
Like modern war tanks, the Batmobile's exterior is covered with ceramic fractal armor panels which explode outward when struck by projectiles, deflecting injurious force away from the car and its occupants.

WHEELS OF THE BAT

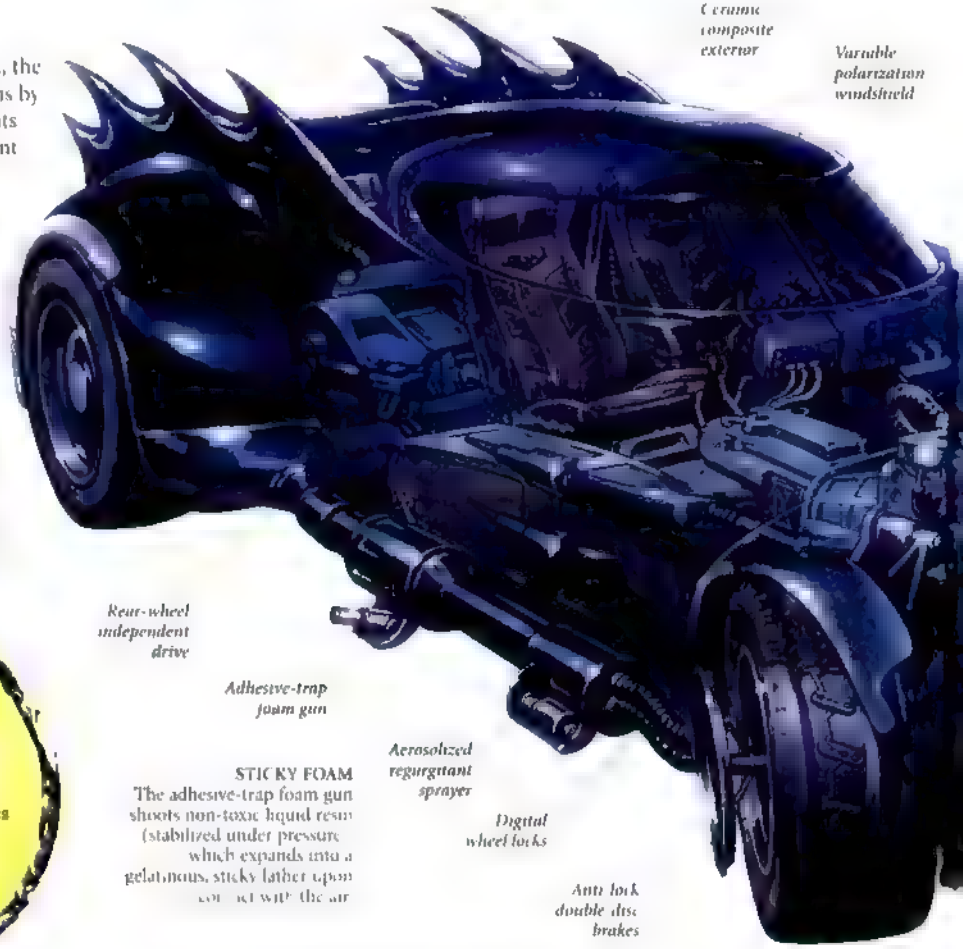
TO THE DARK KNIGHT, it is simply "The Car." But on the mean streets of Gotham City, the Batmobile has become the stuff of urban legend to the unfortunate criminals who have stared upon its ominous bat headed grille-work. Modified from the chassis up by Bruce Wayne himself, the current Batmobile is a turbo-charged and armor-plated street fighter specially outfitted for Batman's unrelenting war on crime. Equipped with the latest technology – including several pirated WayneTech prototypes – the Batmobile's versatility as high-speed transport, roving forensics lab, and armored dreadnought has made it an indispensable addition to Batman's crusade.

REAR DEFENSES
Few cars can match the Batmobile for sheer speed and acceleration. Nevertheless, Batman has installed several deterrents to thwart any criminal foolhardy enough to give his vehicle chase. These rear deployed defenses include high viscosity Teflon based lubricant sticks, blinding smoke screen clouds, and tire piercing caltrops.

CURRENT MODEL

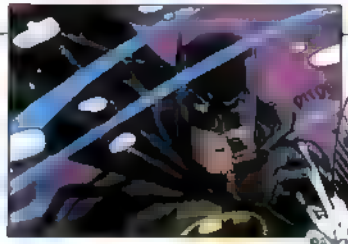
More so than any previous design, the Dark Knight's current Batmobile is by far the swiftest and most agile of its kind, as well as the most self-reliant. Auto-engaged twin auxiliary fuel-tanks increase the Batmobile's already considerable range, while seven-day emergency rations and water stores in the trunk allow for journeys outside of Gotham City if necessity demands an extended road-trip.

WHEELS
The Batmobile's gel-filled Kevlar reinforced tires are puncture proof and flame resistant with pressure regulated by dashboard controls. Tire over inflation extrudes imbedded studs in all weather treads for extra grip on icy roads.

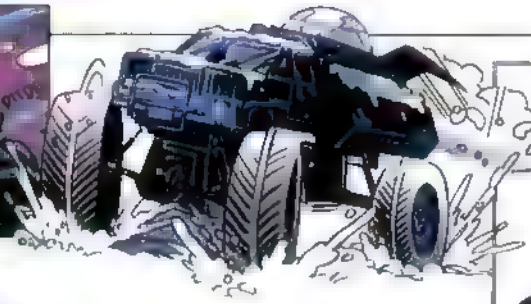


STICKY FOAM
The adhesive-trap foam gun shoots non-toxic liquid resin (stabilized under pressure) which expands into a gelatinous, sticky lather upon contact with the air.

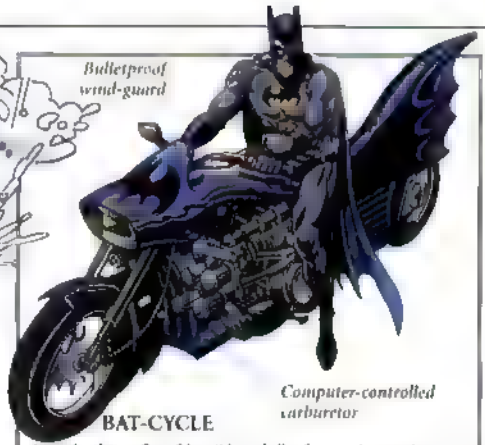
BATMOBILE
(BM7 MODEL)
LENGTH: 16.6 ft
WIDTH: 6.4 ft **HEIGHT:** 4.8 ft
MAX. SPEED: 268 mph
ACCELERATION: 0-60 in 2.4 secs
ENGINE: 1,600 hp jet turbine
FUEL: Gasoline/ethanol mix
TRANSMISSION:
6-speed manual



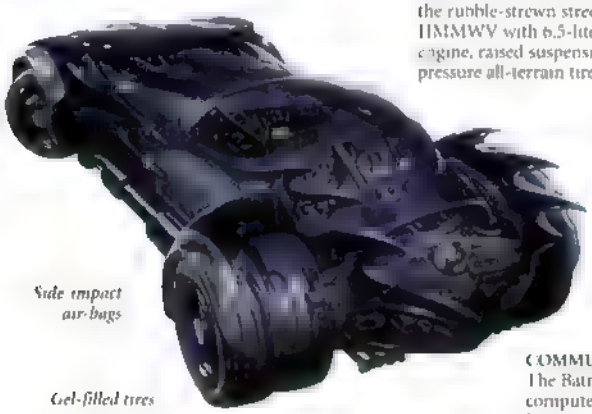
ABSOLUTE CONTROL
The fully automated Batmobile may be operated by voice-command radio links in Batman's cowl as well as by a limited-function, hand-held key-pad and Remote System Controller



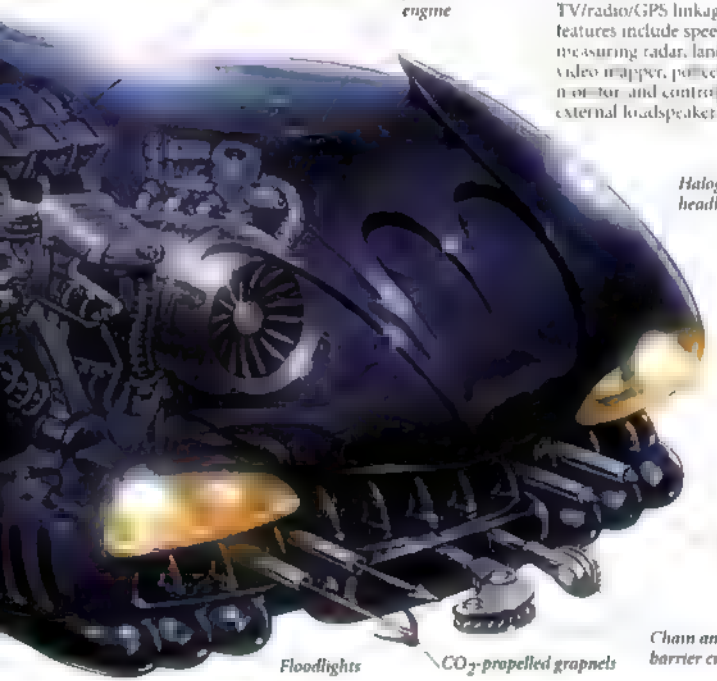
BAT HUMVEE
When the Cataclysm destroyed Gotham's infrastructure, Batman took to the rubble-strewn streets in a custom HMMWV with 6.5-liter diesel/gas engine, raised suspension, and variable pressure all-terrain tires.



BAT-CYCLE
For the benefit of his "family" of associate crime fighters, Batman maintains several specialized motorcycles. The Dark Knight's personal Bat Cycle is a modified street-bike with a 786 cc liquid-cooled V-4 engine



COMMUNICATIONS
The Batmobile's dashboard computer is linked to the Batcave via a cellular modem. Its back-scoop conceals a satellite dish for TV/radio/GPS linkage. Other features include speed measuring radar, landsat video mapper, pepper-and mortar, and controls for external loudspeakers.



ANTI THEFT DEVICES
If Batman is incapacitated or rendered unconscious the Batmobile initiates a five tier defense system to protect both its driver and itself. *Phase 1:* Proximity alarms enact lock-down and surface electrification. *Phase 2:* Regurgitant gas deployed in immediate proximity while recorded SOS is relayed to Batcave. *Phase 3:* Hypersonic trilling spheres are released. *Phase 4:* Motion-tracking glue nozzles eject super adhesive foam. *Phase 5:* The Batmobile self-destructs!

WINGS OF THE BAT

THE DARK KNIGHT SOARS on wings of steel. With the extraordinary wealth and technological resources of Bruce Wayne's industrial companies at his disposal, the Batman has assembled a small fleet of vehicles designed to carry him high above Gotham City's crime-infested streets. From stealthy leather winged hang gliders and collapsible single-occupant "Whirly-bats" carried in the trunk of the Batmobile, to fully-outfitted attack helicopters and VTOL-converted corporate jets, the Dark Knight takes full advantage of WayneTech patents and military contracts to ensure unsurpassed air-superiority over Gotham.

VERTICAL LIMIT
Realizing the value of VTOL (Vertical Take-Off/Landing) capabilities, Batman once built this scalloped winged helicopter/turboprop hybrid Gyro. It was later mothballed as too slow and unwieldy.

BAT GYRO

BAT-PLANE I

JET PROPULSION
Batplane I and the Bat-Rocket favored Batman's signature look over sleek aerodynamics. Batplane II, a retooled Wayne Aerospace W4 Wraith fighter, married style with substance.

BAT-ROCKET

STAGE 3 – SUB-ORBITAL
Gaining further altitude (45,000-55,000 ft), delta fins in tail and snub winglets elongate to increase efficiency and stability as speeds approach supersonic.

ON BORROWED WINGS

Batman once maintained aircraft in his original Batcave, although launching these vehicles so close to Wayne Manor's neighboring estates threatened to compromise his secret identity. The Dark Knight now "borrows" specially-modified jets and helicopters from Wayne Aerospace's business and military contracts. A few very specific craft remain fueled and ready for Bruce Wayne's private use, no questions asked.

BATPLANE II

STAGE 2 – CONVERSION
At cruising altitude (35,000-45,000 ft), telescoping wings retract. Exterior sections of tail and nose-cone envelop cockpit and cabin fuselage for higher altitude pressurization.

BAT-GLIDER
This highly steerable para-glider, featuring Kevlar-braced struts and magnesium-alloy hang-rig, folds into a shoulder-slung case. The central spar includes a flotation device and a water-activated emergency beacon with radio and strobe light.

STAGE 1 – TAKEOFF
Batplane II, a modified Wayne Aviation SupStream S46 in Bat-sans "extras"), is detailed to resemble a standard mid-size corporate jet during take-offs and landings.

BAT COPTER
An early design sketch of the Bat-copter. Recently, Batman has flown Wayne Aviation military contracted Kestrel attack helicopters

FLYING BATCAVE

To watch over Gotham City more effectively, the Dark Knight once built a "Flying Batcave," a giant helicopter with many of the real Batcave's scientific amenities. With panoramic video surveillance and smoke-screen generators to provide artificial cloud-cover, the Flying Batcave seemed an ideal addition to the Bat-Fleet. Unfortunately, this inordinately heavy craft required frequent refueling, significantly reducing patrol time

WHIRLY-BAT
Batman's single occupant anti-copter is swift and highly maneuverable, though the Whirly-Bat's lightweight design prohibits the additional weight of offensive weaponry

BATPLANE III

HEIGHT: 14.5 ft
LENGTH: 57.7 ft
WINGSPAN: 47.6 ft
ALTITUDE CEILING: 60,000 ft
MAX SPEED 4,400 mph
RANGE 2,486 n m
TAKE-OFF DISTANCE: 5,230 ft
LANDING DISTANCE: 2,984 ft
PAYLOAD: 2,670 lb
REFUELING TIME: 78 m n

Minimal-drag airframe

STAGE 4 – STEALTH ENGAGED
At ceiling altitudes (55,000-60,000 ft), "smart" paint on exterior radar-shielding ceramics responds to dropping air pressure and temperature, camouflaging the Batplane's exterior to stealthy black

Silent-running turbines

Computer workstation/ navigation

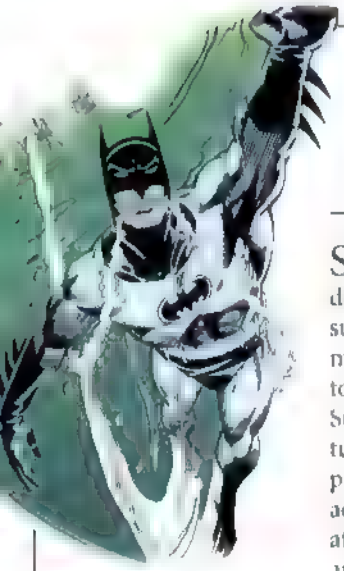
COCKPIT
Workstation-style cockpit with glare-shielded windscreen, digital electronics and multi-function displays. Breakaway canopy allows for pilot ejection

Reinforced Plexiglass canopy windows polarize at stealth altitude

Wings protected by bleed-air anti-icing system

Cabin capacity for up to six passengers

BAT-VEHICLES



SOMETIMES A CAR just isn't enough. When crime descends beneath Gotham City's streets or spills into its surrounding waterways, the Dark Knight employs other modes of high-powered transportation uniquely suited to the situation. Sub-Level 4 of the Batcave houses a Subway Rocket linking directly to the Gotham Metro tunnel system via secret annexes recorded on no city plans. Even further below, in Sub-Level 6, is moored an aqua-dynamic hydrofoil/submersible, a "Batboat" at home on both the navigable Gotham River and the waters of the Atlantic Ocean.

COCKPIT
[illegible] throat's cesspools [illegible] navigational [illegible] ascent rate alarm, dive [illegible] time clock, and safe[illegible]ering depth meter

Tail fin serves as rudder when submerged

Jet engine

DIVE MASTER
With Gotham Harbor's [illegible] confluence of aquatic smuggling, Batman has become an accomplished diver.

HYDROFOIL
To submerge, the Batboat's foils retract to reduce parasitic drag. Its [illegible] propellers are driven by sealed AH electrical motors

Vibration minimal propulsion

Advanced composite alloy

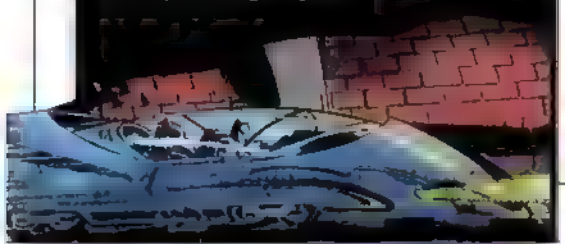
Cockpit de-pressurizes for scuba egress

BAT STRIKE
[illegible] buoyancy [illegible] undersea scooter with [illegible] submerged speeds in excess of [illegible] knots

Baffles seal exhaust ports watertight

Reinforced poly acrylic canopy

SUBWAY ROCKET
Designed and built by Harold, the Batcave's engineer-in-residence, the Subway Rocket was first utilized by Jean-Paul Valley during his tumultuous tenure as Dark Knight. This jet-propelled rail car provides access to downtown Gotham in mere minutes. Navigational systems divert the Rocket from oncoming passenger trains, while an onboard jamming device cloaks it from Gotham Transit Authority's tracking computers.



BAT SUBMERSIBLE
Environment systems include CO[illegible] scrubbers [illegible] conditioning [illegible] in Bat Sub's [illegible] sleep. Oxygen [illegible] provide up to [illegible] of hydrogen [illegible] with emergency tanks allowing an added 12 hours of life support, including oxygen/helium mixes for deep water [illegible]

BATBOAT

LENGTH 25.4 ft

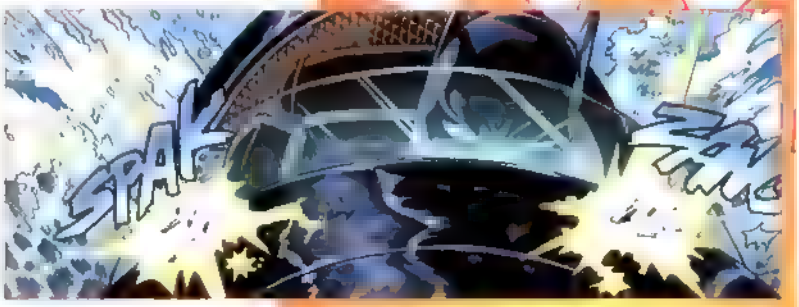
BEAM 8.6 ft

HULL TYPE Catamaran

MAX SURFACE SPEED 120 mph standard, 150 mph (hydrofoil)

MAX SUBMERGED SPEED 30 knots

MAX DEPTH Guaranteed to 200 ft



GOING OVERBOARD

Early in his career, Batman investigated arms dealers operating along the wharves of Gotham's Chinatown district. Pursuing the fleeing criminals in a prototype Batboat, the Dark Knight destroyed their launch with a bow-mounted flame thrower, an "extreme measure" he later abandoned.

Two-person cockpit

Variable ballast tanks in position

Vacuum-hagged Kevlar composite hull

Harpoon gun

Late-al thrusters

Retractable grapnel anchor

Radar sonar and GPS arrays in mast

Depth charge

Water-hornets torpedo

OFFENSIVE WEAPONS

Batboat armaments include pneumatic harpoon with big [illegible] cable launching grapnel [illegible] adjustable setting, depth charges, and small explosive [illegible] grades and [illegible] [illegible]

ALLIES OF THE BAT

THE DARK KNIGHT'S LONE VIGIL was not to last. From the very start, Bruce Wayne trusted a scant few with the details of his secret life. His stalwart valet Alfred would be the first, witness to the birth of the Batman following the tragedy befalling young Bruce's beloved parents in Crime Alley. But as time and his crusade wore on, Bruce realized that others shared his deeply abiding hunger for justice. Orphaned circus aerialist Dick Grayson would soon become his squire, proving both an able partner and a bolt of optimism in a seemingly endless struggle. Even the daughter of James Gordon, the Dark Knight's single proponent within Gotham City's Police Department, would find inspiration in the shadow of the Bat, donning her own cape and cowl. And still there would be more, men and women just like Bruce, lost youths drawn inexorably to a higher and more noble calling. What began as a solitary campaign is now a united front in the war on crime, a small army of selfless vigilantes pledging devoted service to Batman and his cause.

ALFRED

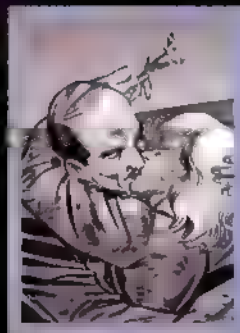
HE WAS THERE from the very start. Valet and gentleman's gentleman to the wealthy Wayne family, Alfred Pennyworth provided staunch support to young Bruce Wayne when his parents were murdered. It was Alfred who abetted Bruce in convincing Gotham's social services to keep the boy out of foster care. It was Alfred who enabled the driven youth to immerse himself in the training necessary to carry out his personal crusade. And to this day, it is Alfred who remains a steadfast friend and surrogate father to the Dark Knight and his squires, salving their wounds, mending their costumes, and proffering sage counsel when they need it most.

FATHER FIGURE
Alfred's loyalty runs deep. Yet why he aided Bruce's efforts in embarking on a long and lonely road to retribution remains a mystery. Alfred himself often regrets his complicity in the creation of the Batman.

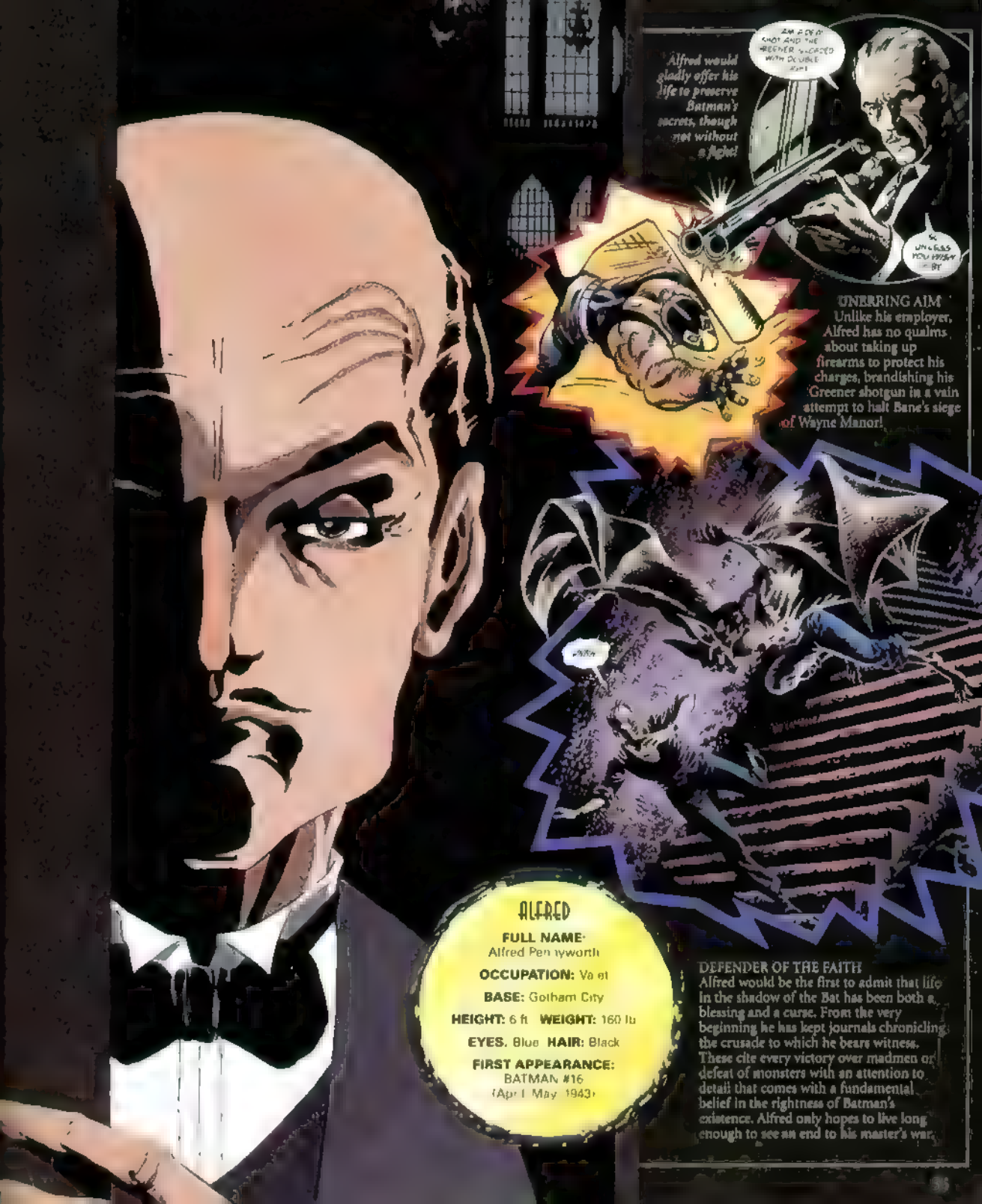
Be it soup spoon, scalpel or spot-welder, Alfred wields each with a steady hand.

RENAISSANCE MAN
Erudite and well-traveled, Alfred's duties as valet to Bruce Wayne and aide to Batman have fostered more than a few esoteric talents. Whether concocting exotic soufflés or rebuilding fuel-injected carburetors, Alfred slips effortlessly from role to role, a skill refined during his years as an actor on the London stage.

CRITICAL CARE
Alfred has never sworn the Hippocratic Oath, nor does he hold any medical school diploma, though the innumerable broken bones, bullet wounds, and knife slashes he has treated [illegible] merit an honorary degree. However, his greatest fears were realized when Bane battered the Dark Knight's body far beyond his meager abilities to repair it. As Bruce lay unconscious and near death, Alfred feared the very worst.



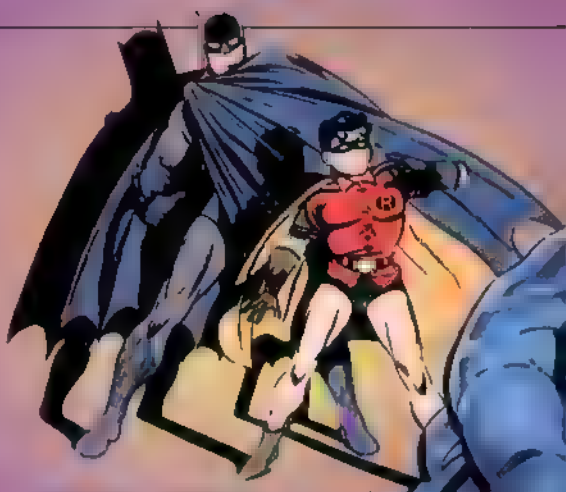
LONELY HEARTS
Dr. Leslie Thompkins is Alfred's closest association outside of Wayne Manor [illegible] Bruce's secret. Leslie and Alfred have grown closer in their years mending a broken and bleeding Batman. Over tea and conversation, the two enjoy a tender kiss, before a wounded Dark Knight spoils the mood.


Alfred would gladly offer his life to preserve Batman's secrets, though not without a fight!
I'M GOOD SHOT AND THE GREENER IS LOADED WITH DOUBLE AUNT
UNLESS YOU WISH IT!
UNERRING AIM
Unlike his employer, Alfred has no qualms about taking up firearms to protect his charges, brandishing his Greener shotgun in a vain attempt to halt Bane's siege of Wayne Manor!
ALFRED
FULL NAME: Alfred Pennyworth
OCCUPATION: Valet
BASE: Gotham City
HEIGHT: 6 ft WEIGHT: 160 lb
EYES: Blue HAIR: Black
FIRST APPEARANCE: BATMAN #16 (April-May 1943)
DEFENDER OF THE FAITH
Alfred would be the first to admit that life in the shadow of the Bat has been both a blessing and a curse. From the very beginning he has kept journals chronicling the crusade to which he bears witness. These cite every victory over madmen or defeat of monsters with an attention to detail that comes with a fundamental belief in the rightness of Batman's existence. Alfred only hopes to live long enough to see an end to his master's war.

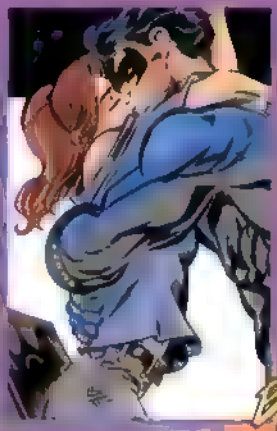
NIGHTWING

THE FLYING GRAYSONS
When Haly's Circus refused to pay protection to racketeer "Boss" Zucco, the Flying Graysons paid the ultimate price when Zucco's gang sabotaged their trapeze [illegible]

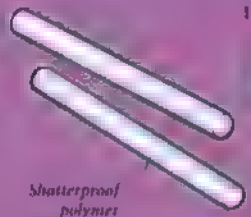
THE DARK KNIGHT would have a squire. When gangster "Boss" Zucco murdered his circus acrobat parents, Dick Grayson found himself under the protective wing of the Batman, who trained him to be Robin, his second in the crusade against injustice. The "Boy Wonder" battled alongside Batman for years until a growing concern for Robin's welfare forced the Dark Knight to dissolve their partnership. Flying solo, Dick continued the good fight into manhood, passing on the guise of Robin to adopt a new secret identity inspired in the shadow of the bat, yet wholly his own: Nightwing!



THE DYNAMIC DUO
With a one-two punch, the [illegible] Boy Wonder [illegible] crime by [illegible]. His [illegible] Batman's spirits during the Dark Knight's darkest hours



HEROES IN LOVE
Barbara Gordon (alias Oracle) had long resisted Dick Grayson's ardent feelings for her – despite sharing similar emotions herself! Eventually Dick's persistence won out, and the two are now blissfully in love



Shatterproof polymer Escrima sticks

MISSED AGAIN!
Batman's gruelling [illegible] pushed Dick's [illegible] to [illegible] than the arm of his foes!

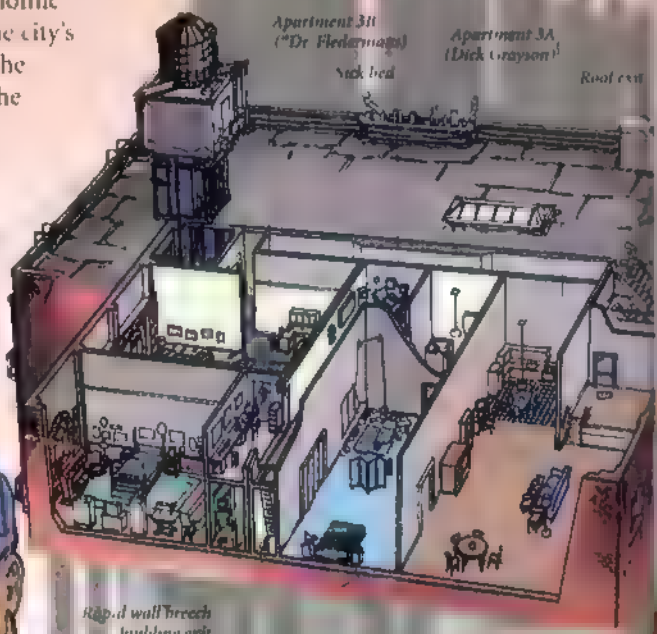
Primer paint "street camouflage" ensures the Nightbird looks like any other car
"Muscle Car" body shell
Starlite night-vision lenses in mask
THE NIGHTBIRD
Nightwing's vehicle includes many of the same hi-tech extras as the Batmobile in addition to a Wayne Tech modified 6,064 cc engine (627 BHP at 7,400 rpm). The vehicle also has chassis locking clamps for interchangeable, carbon fiber over aluminum endoskeleton body shell
GAUNTLETS
Instead of a Utility Belt Nightwing prefers a more compact model concealed throughout eight compartments in his glove gauntlets
Spare telescoping Escrima
Hand held 100,000 volt stun
"Wing Ding" Mini Batarang compartment
Self destruct cell charges
SPLAT
SPLAT
SPLAT
SPLAT SPLAT
BLOOD RIVALS
Nightwing thought he could school Lucas "Wrecker" Ryerstad in the finer points of crime fighting. Instead, this erstwhile apprentice murdered FBI agent Disco Blatta before Nightwing could take down his former colleague.
PRODIGAL SON
For a brief time, Dick assumed the mantle of the Batman conquering his fear of the mud in the Batcave, [illegible] and [illegible] the bowels of the subterranean Batcave. When Bruce was Batman
NIGHTWING
REAL NAME: Richard "Dick" Grayson
OCCUPATION: Police Officer
BASE: Bludhaven
HEIGHT: 5 ft 10 in WEIGHT: 175 lb
EYES: Blue HAIR: Black
FIRST APPEARANCE: DETECTIVE COMICS #38 (April 1940)

BLÜDHAVEN

POSTCARD FROM AVALON
Blüdhaven (incorporated 1912) is bordered to the north by briny marshes. The Avalon River bisecting the commonwealth feeds directly into the Atlantic.

THE ONLY THING DIRTIER than the smog-choked streets of Blüdhaven are the city's cops, most of whom are on the take. Neighboring commonwealth to Gotham City, Blüdhaven began its days as a fairly prosperous whaling port. But as Gotham capitalized on industry and technology to foster its continued growth, neither succeeded in gaining a significant economic foothold in Blüdhaven. While depression has stalled the city's fiscal and moral evolution, vice runs rampant, fed by the entrenched mob presence of Roland Desmond – aka the gargantuan criminal genius Blockbuster – aided and abetted by Blüdhaven's infamous police force, where corruption is the rule, *not* the exception.

1013 PARKTHORNE
Dick Grayson lives at 1013 Parkthorne Avenue. Fellow tenants include landlady and medical student Bridget Clancy, John Law (aka 1940s "Mystery Man" Tarantula), and Aaron Helzinger (former Bat rogue Amygdala).



THE THIN BLUE LINE

Since Nightwing's midnight raids did no more than destabilize Blockbuster's criminal beachhead in Bludhaven, Nightwing decided to help the city by day as well, enrolling in the Haven County Police Academy. Though extended unauthorized "absences" marred his otherwise exemplary record, Officer Richard Grayson graduated in the upper 86th percentile of his class. Now on Bludhaven's daylight beat, Officer Grayson trains with 10 year veteran Amy Rohrbach, while attempting to ferret out the bad cops from the good.

NIGHTWING'S AERIE
As secret owner of his apartment building, Dick Grayson has converted the entire 3rd floor into lodgings for himself and "Dr. Fledermaus," his own alter-ego and absentee tenant, allowing Nightwing to come and go as he pleases!

GOOD COP/BAD COP
Bludhaven's police department has been under scrutiny for decades, with various federal law enforcement agencies investigating rumors of rampant corruption and links to organized crime.

LOCKHAVEN
Since the destruction of the city's holding cells by Bucky Sorrows's bomb, Penitentiary is the [illegible] home to Southern [illegible] Riverstad Oak. Now [illegible] guarded by corrections officer Aaron Helzinger!

HELLA
Policewoman Kate [illegible] Lockhaven Max [illegible] Hella! [illegible] Now [illegible] Avenging Angel! With nerve [illegible] steel, [illegible] she's [illegible] Hella [illegible] revenge as Hella

SITE WING
[illegible] Riverstad News [illegible] Blackhaven [illegible] [illegible] Site Wing from a [illegible] helicopter [illegible] chicken wings

BLOCKBUSTER
Roland Desmond is as intimidating for his sheer physical bulk as for his unmatched criminal [illegible] Wh[illegible] [illegible] Blockbuster ousted Bludhaven crime boss Angel Marin and seized all Black Mask's [illegible] to keep a stranglehold on Bludhaven — the first step [illegible] campaign to [illegible] Gotham City itself

TORQUE
Corrupt police inspector Dutch [illegible] Sorrows and his [illegible] wrecked Hella! [illegible] Blackhaven [illegible] Lockhaven. Torque! Radicated [illegible] saved his life but [illegible] horribly [illegible] and yearning for vengeance

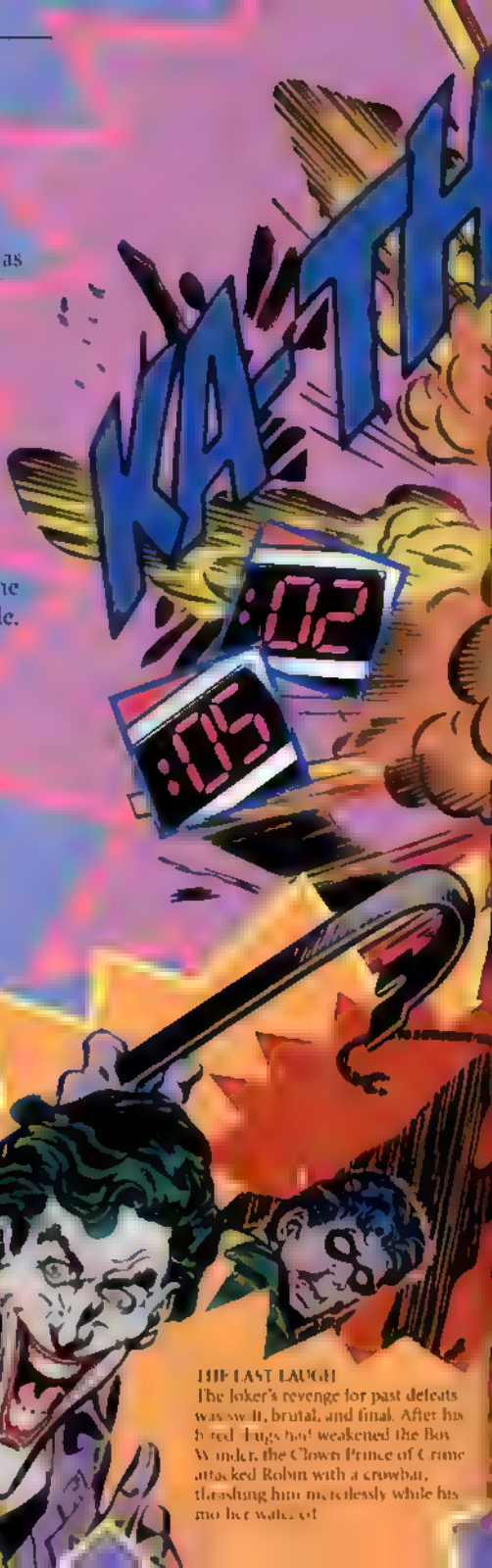
Death of Robin

TIRE THIEF
Batman first met Jason stealing tires off the Batmobile!

He was a good soldier. But despite undertaking as rigorous a training regimen as his predecessor Dick Grayson, the rebellious Jason Todd lacked the maturity to function effectively as Batman's junior partner. That would prove his undoing. In a quest to find his real mother, the troubled orphan journeyed with his mentor to Ethiopia, where they met Dr. Sheila Haywood... *and* the Clown Prince of Crime! Ignoring the Dark Knight's explicit orders, Robin tackled the Joker alone. Betrayed by his own mother, Jason was savagely beaten and left to die with her in a warehouse wired to explode! Tragically, Batman would discover the reunited mother and son's lifeless bodies in the rubble. This time, unfortunately, the Joker had WON.

RUSHING IN
In direct defiance of his mentor, Jason leapt into the fray.

The search is over
In a trek across the Middle East, Jason ultimately met his real mother in a refugee camp amid the drought scorched soils of Magdala, Ethiopia. There, Dr. Sheila Haywood attempted in vain to atone for the sins of her youth by providing famine relief. Haywood never thought that the past and the son she had abandoned would one day catch up with her.



THE LAST LAUGH
The Joker's revenge for past defeats was swift, brutal, and final. After his hired thugs had weakened the Boy Wonder, the Clown Prince of Crime attacked Robin with a crowbar, thrashing him mercilessly while his mother watched!

A DEATH IN THE FAMILY

He was too late. After halting the distribution of medicines poisoned by the Joker, Batman raced back to the medical supply warehouse, only to see it consumed in a blazing fireball. With her dying breath, Dr. Haywood revealed to the Dark Knight that Jason had shielded her from the brunt of the blast. A short distance away, Robin lay dead — a hero 'til the very end.

NO ESCAPE

With [illegible] minutes to spare on the bomb's timer, [illegible] Batman knew that the only way he had [illegible] strength enough to [illegible] Instead, he stood [illegible] to listen to [illegible] Eyeing [illegible] Dr. Haywood refused to [illegible] But [illegible] Haywood discovered that the Joker had [illegible] The Joker's warehouse was a death trap!

ROBIN

PARENTAL CONCERNS
Tim's parents – father Jack and stepmother Dana – fear that their son's nocturnal absences run more to juvenile delinquency than heroism.

TIM DRAKE KNEW *THE SECRET*. In the wake of Jason Todd's death, Tim – a youth who had deduced the true identities of Batman and Robin – realized that the increasingly unhinged and withdrawn Dark Knight needed a new squire to give him hope in the face of hopelessness. As the third Robin, Tim has filled that role admirably, but not without struggling to balance his own life with the confidences he now shares. Though unquestionably devoted to his duties to the Batman, Tim nevertheless wonders how previous Robins juggled the pressures of being teenagers, while coping with the perils of this very unorthodox "after-school job."

Starlite lenses, radio receiver-transceiver, and inertial navigation unit concealed in mask

First-aid kit and other supplies stored in sleeve pouches

Detachable R insignia shuriken

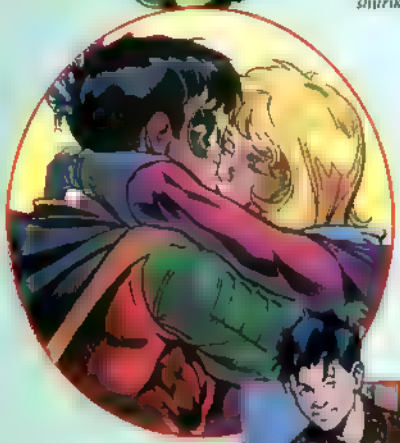
MINI-COMPUTER
Robin's mini-modem is linked to the Batcave Crays via encrypted WayneTech satellite relays.

High-resolution monitor

Touch sensitive keypad

Sound and display controls

BRENTWOOD ACADEMY
To curb Tim's late-night wanderings, Jack Drake enrolled his son in Bristol's prestigious Brentwood Academy. With a student body of fortunate sons and heirs to foreign lands, this all-boys prep school also caters to the "problem children" of the upper crust, all watched over by strict disciplinarian Dean Vernon Nederlander and his ever-present pug Cardigan.



THE SPOILER
When Tim began his romance with Stephanie Brown, aka The Spoiler, he refused to compromise his secret identity!

LOST LOVE
Tim's first serious girlfriend was Russian emigrée Ariana Dzerchenko, for whom he still has strong feelings.

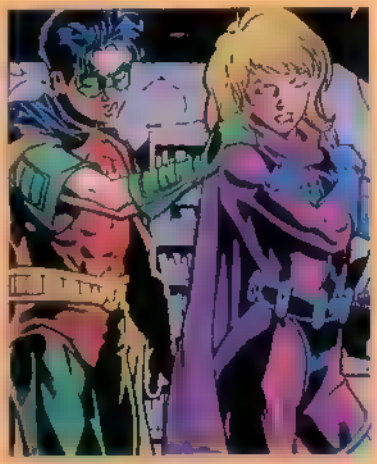
LICENSED TO DRIVE
Robin's primary vehicle is the swift Redbird, a camouflaged sport coupé with all the armaments of the Batmobile, in addition to polarizing windows and exterior sliding bulletproof conversion panels. Tim also utilizes a modified 491cc, liquid cooled "motocross" Bat-Cycle.
ROBIN'S TUNIC
Outfitted by Batman for optimum protection, Tim's red-breasted tunic is fire resistant and Kevlar-sheated with the highest ballistics rating currently available
Steel gorget in collar
Nomex outer layer
Lead-weighted tip
Nomex fire resistant material
ROBIN'S CAPE
This is also Nomex and Kevlar interwoven to be fire-resistant and bulletproof. Its weighted ends may be used for offensive purposes
Quick-release hasp with self-destruct mechanism
Triple weave Kevlar body armor
Rechargeable oxygen cylinder
UTILITY BELT
In addition to Batman's standard complement, Tim's Utility Belt [illegible] sheath for his [illegible] Gas pellet pouch
Gas pellet pouch
Removable buckle reveals mouthpiece/ purge valve
Emergency rebreather with 15 minutes of breathing time per oxygen cylinder
Unlike the "pixie shoes" of previous Robins, Tim wears split-toe ninja tabi boots for stealth and added traction
ROBIN
REAL NAME: Timothy Drake
OCCUPATION: Student
BASE: Bristol Commons
HEIGHT: 5 ft 1 in WEIGHT: 115 lb
EYES: Blue HAIR: Black
FIRST APPEARANCE:
BATMAN #436 (August, 1989)
As Robin: BATMAN #457
(December, 1990)

SPOILER

DON'T EVER CALL Stephanie Brown a "Daddy's Girl." Daughter of Arthur Brown, aka the Cluemaster, Stephanie has spent her life in shame of her felonious father. Tiring of his endless empty promises, Stephanie decided to spoil Cluemaster's latest crime spree by donning a costume of her own and "clueing in" Batman and Robin to Brown's schemes. But even after Cluemaster returned to Blackgate Penitentiary for rehabilitation, "The Spoiler" remained active as a nocturnal vigilante, despite the Dark Knight's vocal disapproval. And of even greater concern to Batman was the growing affection between Stephanie and a certain Teen Wonder, who has tried in vain to convince her to forsake the masked life.

FAMILY TIES

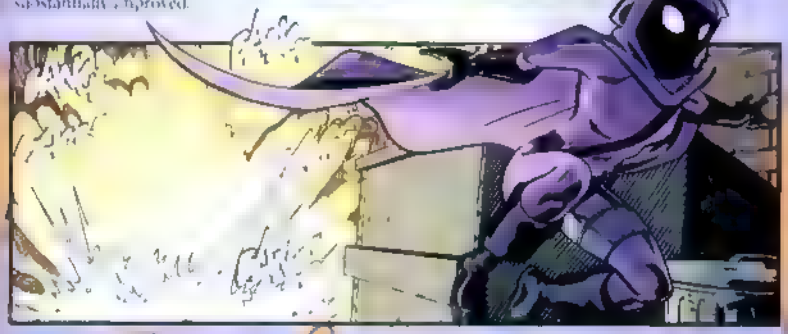
Previously, the Spoiler acted without Batman's official endorsement. Times have changed. When Batman was unable to locate Robin (who was missing in the Himalayas), he sought Stephanie Brown's help. The concerned Dark Knight even revealed his partner's secret identity to Stephanie, much to Robin's later dismay. Realizing that she fully intended to continue her course as the Spoiler, Batman has taken Stephanie under his wing, where he can supervise a more formalized training regimen designed to help keep her alive. She is determined not to fail her new mentor.

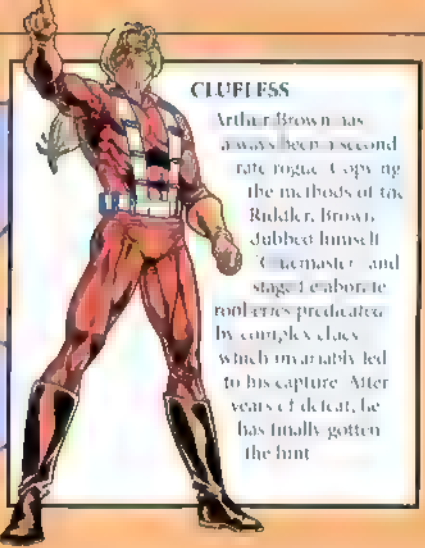


SECRET LOVE
Robin never planned to fall in love with Stephanie Brown, but the Spoiler was perhaps the only person capable of understanding the dual life of a teen vigilante. Stephanie only hopes that their feelings can endure now that both of their masks are laid bare

MOTHER KNOWS BEST
Crystal Brown vehemently disapproves of her daughter's extracurricular activities. In fact, it would make her day if Stephanie exercised her above-average gymnastic skills anywhere else than high above Gotham City's mean streets.

BORROWED TOYS
...es arsenal of Flash Bang...les was formerly unequaled ...ht. With access to the...ver her bag of tricks has ...substantially improved.





CLUELESS
Arthur Brown has ...always been a second-rate rogue. Copying the methods of the Riddler, Brown dubbed himself ...Conundrum... and staged elaborate robberies predicated by complex clues which invariably led to his capture. After years of defeat, he has finally gotten the hint.

FIGHT OR FLIGHT
Once preferring diversion to open combat, Spoiler is now being rigorously schooled by the Dark Knight in martial arts. Frequently, Batgirl is her sparring partner.

SPOILER

REAL NAME:
Stephanie Brown

OCCUPATION: High School Student

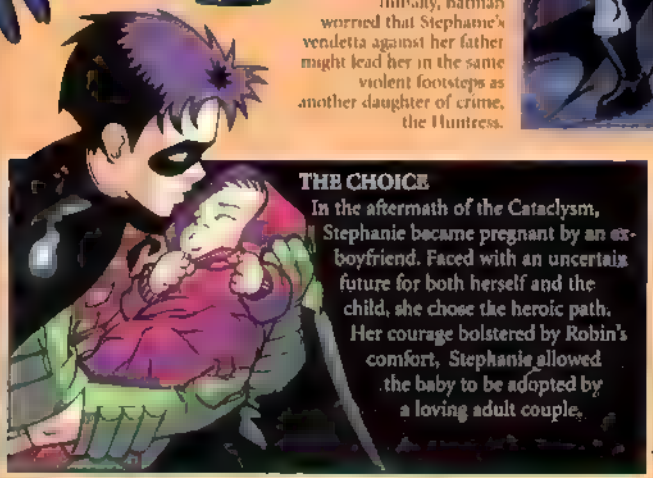
BASE: Gotham Heights

HEIGHT: 5 ft 5 in **WEIGHT:** 110 lb

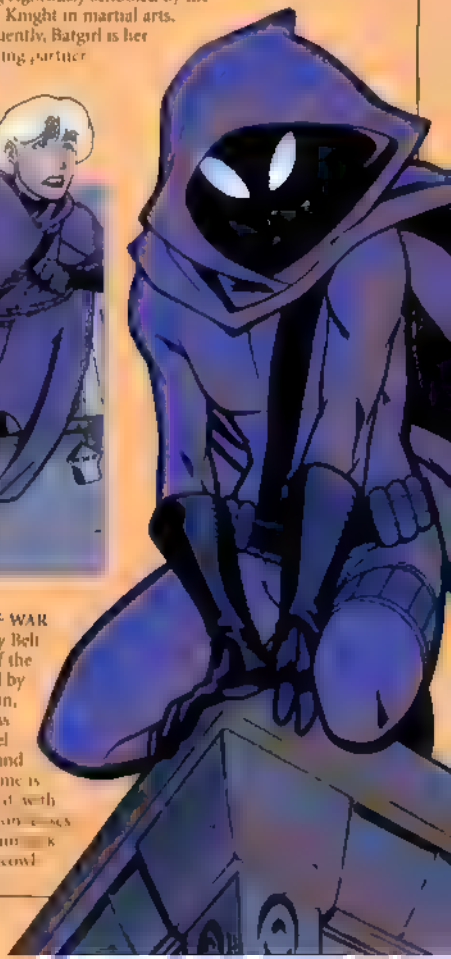
EYES: Blue **HAIR:** Blonde

FIRST APPEARANCE:
DETECTIVE COMICS #647
(August, 1992)

BAT CONCERNS
Initially, Batman worried that Stephanie's vendetta against her father might lead her in the same violent footsteps as another daughter of crime, the Huntress.



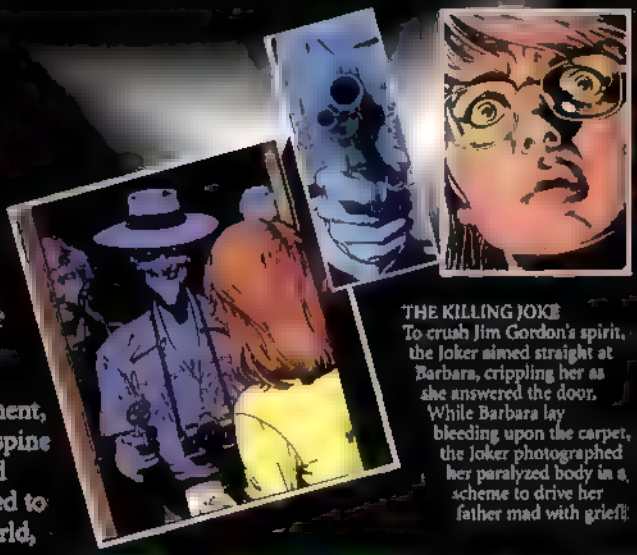
THE CHOICE
In the aftermath of the Cataclysm, Stephanie became pregnant by an ex-boyfriend. Faced with an uncertain future for both herself and the child, she chose the heroic path. Her courage bolstered by Robin's comfort, Stephanie allowed the baby to be adopted by a loving adult couple.



SPOILS OF WAR
Spoiler's Utility Belt contains many of the same weapons used by Batman and Robin, including various gas capsules, de-cel pumplines, and Batarangs. Her costume is now kevlar-reinforced with Starlite night vision lenses and a radio communicator added to her cowl.

ORACLE

THE JOKER'S BULLET would forever define Barbara Gordon. With the Dark Knight as inspiration, Barbara once took to Gotham City's crime-ridden streets as Batgirl, an identity she managed to keep secret from her father, Police Commissioner James Gordon. Though earning Batman's admiration as a frequent partner, Barbara would face her greatest struggle in semi-retirement, when the Clown Prince of Crime shot her through the spine as a prelude to kidnapping the Commissioner. Paralyzed from the waist down, the once high-flying Batgirl refused to let a wheelchair confine her. Unfettered in the cyber-world, Barbara adopted a new guise, using her unparalleled computer expertise to continue the good fight as the all-knowing and all-seeing Oracle!



THE KILLING JOKE
To crush Jim Gordon's spirit, the Joker aimed straight at Barbara, crippling her as she answered the door. While Barbara lay bleeding upon the carpet, the Joker photographed her paralyzed body in a scheme to drive her father mad with grief!

BATGIRL
Though she created Batgirl to surprise her father at the Policemen's Masquerade Ball, Barbara put the costume to better use protecting Bruce Wayne from the Killer Moth!

BRAIN BYTES
Gifted with eidetic memory – almost total recall of everything she has ever read or seen – Barbara was once Administrator of the Gotham City Public Library.

Babs goes undercover in civilian guise

DATA CENTRAL

Barbara Gordon's wheelchair has no handles, a signal to all those around her that she is neither helpless nor defenseless. A formidable opponent before her crippling injury, Barbara engages in grueling physical therapy to remain in peak physical condition, relying on her upper body strength for self-defense. But information is Barbara's true weapon, wielded from ever-expanding archives stored in her fortified and wheelchair-accessible headquarters, Gotham City's historic Clocktower.

ORACLE

REAL NAME: Barbara Gordon

OCCUPATION: Informat on Broker

BASE: Gotham City

HEIGHT: 5 ft 11 in **WEIGHT:** 126 lb

EYES: Blue **HAIR:** Red

FIRST APPEARANCE:
DETECTIVE COMICS #359
(January 1967)

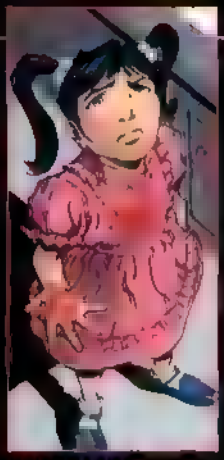
THE FLYING TRAPEZE
More than any other sensation, Barbara misses the feeling of flight just before a jumpline is pulled taut. As owner of Haly's Circus, Dick Grayson offered the next best thing on the swinging trapeze high above the sawdust floor of the big top. For a short time, Batgirl soared again, a memory Barbara will always cherish.

THE CLOCKTOWER
Oracle's workstation is comprised of six Yale super-computers sequenced through a 5th-generation interface slaved to her voice-patterns. A sophisticated VR room with holographic heads-up displays provides Oracle with *real-time simulations of any location in her database.*

THE BLACK CANARY

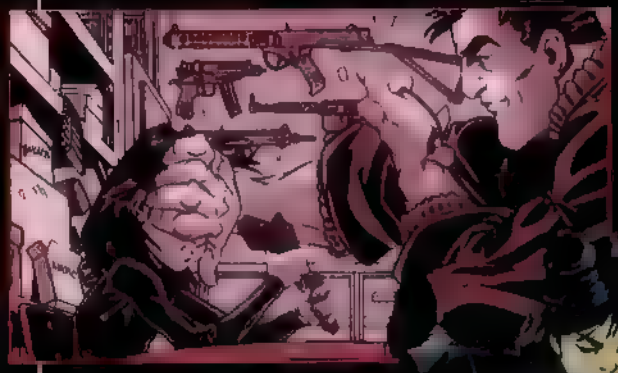
Oracle employs certain costumed crime fighters as "field operatives" who respond to crises in global hot spots. Her most frequent partner is Dinah Lance, aka the Black Canary, a founding member of the Justice League of America. Expert in Judo and other martial arts, the Canary also wields her own formidable metahuman power, a staggering, hyper-pitched, sonic cry.

BATGIRL



ORIGINAL SIN
Young Cassandra made her first and only kill with her bare hands. Now she risks her own life to atone for that terrible act.

HER ONLY LANGUAGE was violence. Adopted daughter of the assassin David Cain – once a sensei of young Bruce Wayne – Cassandra Cain was the ultimate experiment in building the perfect protégée. Denying her verbal stimuli, Cain molded Cassandra into a whisper-quiet combatant, able to read and predict her opponents' attacks with deadly hushed accuracy. But despite her training, Cassandra lacked the stomach for killing. Guilt-ridden over her murder of a Macauan crime kingpin, the mute Cassandra fled from Cain's influence, wandering the globe to elude her father. Ultimately, Cassandra found a higher calling in Gotham City, where she assisted Oracle during the lawlessness of No Man's Land and proved her considerable mettle to the Dark Knight. No longer restricted to silence, Cassandra now wears the mantle of Batgirl as her just reward.



LANGUAGE LESSONS

As a result of her isolated upbringing, the language center of Cassandra's brain had adapted to interpret physical movement as deadly discourse. For Cassandra, vocal communication was virtually impossible until she encountered Jeffers, a powerful psychic on the run from hired killers. With a touch, Jeffers re-ordered Cassandra's thought processes to enable her to understand language and to speak, but at the price of "blinding" her previous skills. To recapture her redoubtable fighting prowess, Cassandra began accelerated re-training, including accepting a costly lesson from assassin Lady Shiva for which she may one day pay dearly.

CHILDREN OF THE BAT
The Huntress lacked the discipline to be the new Batgirl, but for Cassandra Cain, the costume was a perfect fit. As one of Batman's newest pupils, she intends to honor the sacred trust bestowed upon her.

BATGIRL

REAL NAME: Cassandra Cain

OCCUPATION: Crime Fighter

BASE: Gotham City

HEIGHT: 5 ft 5 in **WEIGHT:** 110 lb

EYES: Brown **HAIR:** Black

FIRST APPEARANCE: BATMAN #667 (July 1999)

THE GIRL
During the bleak and lonely hours she spent in the care of No Man, a deaf-mute Asian girl named Cassandra Cain developed a keen sense of observation and a remarkable knack for body language. As Asian gained a reputation as a fearsome assassin, Cassandra accompanied her on every deadly mission.

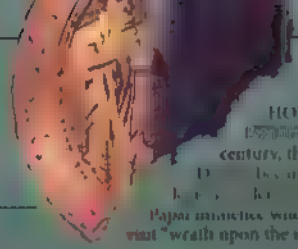
Dark eyes are ever bitter and mouth sealed to ninja like concealment

SWIFT JUSTICE
At just 15 years old, Batgirl is one of the world's greatest martial artists. Able to predict her foes' moves by reading their body language, Batgirl side-steps and blows her opponents with ease!

Kevlar reinforced armor. Non-lethal weapons and a utility belt complement martial arts

AZRAEL

JEAN PAUL BABY
After the [illegible] to the Order of St. Dumas, Jean Paul was born [illegible] and raised by [illegible] Paul [illegible] her to escape. Her identity remains unknown.



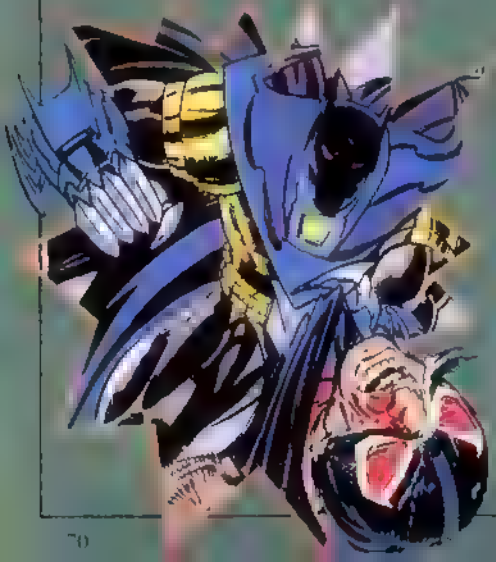
HOLY WARRIORS
[illegible] century, the Order of St. [illegible] Papal ministries what proved to visit "wrath upon the infidels."

THE DESTINY OF JEAN PAUL VALLEY was writ centuries before his birth. Scientifically altered by the ancient Order of St. Dumas, Jean Paul was molded to be the Order's avenging angel Azrael. With Batman's help, Jean Paul defected from St. Dumas, eventually taking up the Dark Knight's armor when the hero's back was broken by the vile Bane.

Too unstable for the role of grim urban vigilante, Jean Paul was forced to relinquish the mantle of the Bat, later embarking on his own crusade to topple the Order of St. Dumas and prove his worthiness once more to the Dark Knight, who now regards Azrael as a trusted Agent of the Bat.

THE SYSTEM

As a developing fetus inside a glass womb, Jean Paul's brain and blood chemistry were genetically intermingled with animal fluids to enable greatly enhanced strength and agility upon his decanting, Jean Paul was further augmented by "The System," an arcane mix of physical and psychological training through hypnotic suggestion. Previously, donning the armor of Azrael triggered the transformation from the passive Jean Paul to the aggressive Azrael. However, Jean Paul has now broken the Order's conditioning by tapping into an even greater strength – his own free will.



BANE OF THE BAT
[illegible] steel by macabre [illegible] even darker Knight than his predecessor. With "The System" driving him on, Jean Paul redesigned the Bat-Suit, transforming it into Azrael-inspired armor in order to vanquish the venom fueled Bane!

AVENGING ARMOR

[illegible]

ACQUAINTANCES

Once [illegible] to St. Dumas Sister [illegible] now lays claim to the Order's remaining wealth and power. The dwarfling Nonnoz [illegible] was revealed "the System" to [illegible] Pat [illegible] has fallen mute since [illegible] orphaning St. Dumas. Ex-psychiatrist Bitra Bivan, a friend to Azrael in troubled times, finds peace operating a free clinic in a renovated Gotham cathedral.

ANGEL OF MERCY

[illegible]

A NEW ORDER

[illegible]

AZRAEL

REAL NAME: Jean Paul Valley

OCCUPATION: Adventurer

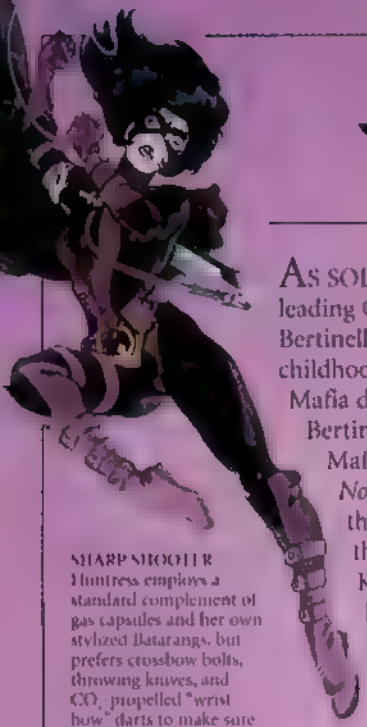
BASE: Ossaville

HEIGHT: 6 ft 2 in **WEIGHT:** 210 lb

EYES: Blue **HAIR:** Blond

FIRST APPEARANCE: BATMAN: SWORD OF AZRAEL #1 (October 1992)

HUNTRESS



SHARPSHOOTER
Huntress employs a standard complement of gas capsules and her own stylized Batarangs, but prefers crossbow bolts, throwing knives, and CO_2 propelled "wrist bow" darts to make sure foes get the point

AS SOLE SURVIVING member of a leading Gotham City crime family, Helena Bertinelli is no stranger to deadly force. Her childhood was stained with blood when rival Mafia dons conspired to exterminate the Bertinellis. In time, she would repay the Mafia in kind and pursue Gotham's *Cosa Nostra* with swift and sharp justice from the bolts of a crossbow, favored weapon of the Huntress. Once, seeking the Dark Knight's sanction, the Huntress tempered her violent methods in a vain attempt to win his approval. Those days are over. As the feuding cartels of organized crime re-establish their presence in a rebuilt Gotham, the Huntress searches out new criminal prey to sate her hunger for vengeance.

THE FAMILY
Santo Cassamento loved Helena's mother, Maria, sister of mobster Tomaso Panessa. To win Maria and eliminate the Bertinellis, Santo ordered his assassin to "spare the sister" and avoid a war with the Panessas. In bitter irony, the hitman inadvertently killed Maria, leaving Helena alive

DOUBLE LIFE

For years, Helena has battled to dismantle the Gotham mob, taking some satisfaction in the knowledge that the girl who might have lived as a "Mafia Princess" had instead become the harbinger of its destruction. However, she recently learned a dark truth about her path to hatred. As Gotham *Mafioso* perished by crossbow bolts aimed to frame her, Helena discovered that Santo Cassamento – the gangster who commissioned the murders of her family – was really her natural father!

VENGEANCE UNLIMITED
Sent to live with relatives in Sicily following the deaths of her father, mother and brother, Helena was tormented by dreams of her family's assassin. In time, Helena's cousin Salvatore taught her the Sicilian way, *Omerta*. In the years that followed, Helena learned how to hunt and claim her own retribution when blood cried for blood

SCHOOL TIES
Though provided for by family wealth, Helena was formerly employed as an English teacher in one of [illegible] inner-city high schools. Unfortunately, extended unauthorized absences led to her dismissal. Whether Helena will ever seek another position remains to be seen

URBAN ENFORCER
During NMI, the H[illegible] sought to [illegible] by [illegible] herself as a new batgirl [illegible] and [illegible] to follow the Dark Knight's [illegible] orders. Though briefly [illegible] with rogue [illegible] Petrie, she [illegible] in the Bat[illegible] eyes whe[illegible] protecting [illegible] child [illegible] the Joker.

HUNTED BY THE BAT
[illegible] for the murders of Gotham mobsters, the H[illegible] was [illegible] by Batman and Nightwing. To clear her name, she [illegible] to escape, accidentally wounding the Dark Knight with a bolt [illegible] her crossbow. Despite her injury, Batman [illegible] gave her [illegible] the Huntress to resolve her dilemma.

QUESTIONS AND ANSWERS
Helena's efforts [illegible] herself of [illegible] the M[illegible] murders were aided by [illegible] Sage, aka the Question, [illegible] was [illegible] with [illegible] for [illegible] by [illegible] hopes that his more contemplative influence can temper Helena's [illegible] vendetta.

HUNTRESS

REAL NAME: Helena Rosa Bertinelli

OCCUPATION: Former High School Teacher

BASE: Gotham City

HEIGHT: 5 ft 11 in **WEIGHT:** 148 lb

EYES: Brown **HAIR:** Black

FIRST APPEARANCE: THE HUNTRESS #1 (April, 1989)

SUPERMAN/BATMAN

THEY ARE THE WORLD'S FINEST team of super heroes, and they are as different as night and day. Although they are both incorruptible champions of the innocent and vulnerable, Batman lives in the shadows, while Superman's great strength is fueled by the sun. Yet, despite their differences and their often opposing viewpoints, they are best friends. Each would willingly lay down his life to save the other… or the world!

SIMILAR ORIGINS
Batman and Superman are both orphans. Bruce Wayne lost his parents to a mugger. Kal-El, from the doomed planet Krypton, was rocketed to Earth as an infant and found a new loving family with the kindly Kents of Kansas.

LUTHOR'S TREACHERY

For years, Batman and Superman have foiled the plots of Lex Luthor. As U.S. President, Luthor became even more brazen in his attempts to undermine the heroes, allying himself with Darkseid! Darkseid told Luthor that a gigantic Kryptonite meteor was on a collision course with Earth, a potential catastrophe he used to turn public opinion against Superman.

SAVING SUPERMAN
Before Luthor's plot was revealed, Batman and Superman battled Metallo, who shot the Man of Steel with a kryptonite bullet!

CONFRONTING LEX
Cornered in the offices of LexCorp, Luthor was tricked into revealing his lies to the world. He then escaped via an Apokolipitan Boom Tube that reduced the LexCorp building to rubble. The world believed Luthor was dead, but Superman and Batman knew better.

FUTURE SUPERMAN
Superman-owned Kryptonite still [illegible] Batman and the Man of Steel of Lex [illegible]

The future Superman was willing to bash Batman with his own Batmobile to prevent Armageddon.

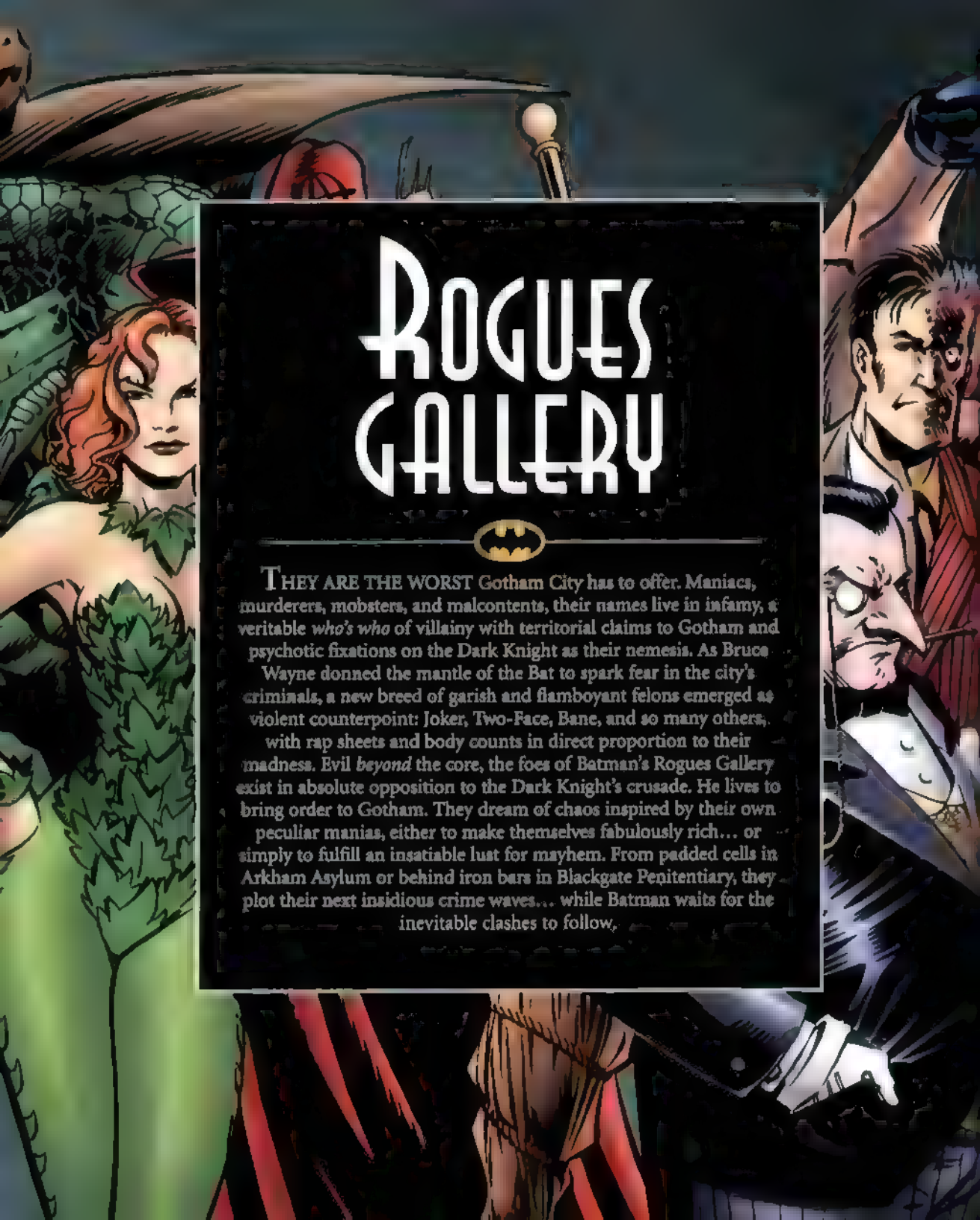
SUPERGIRL

The World's Finest heroes were divided when teenager Kara Zor-El of Krypton crashed into their lives. Batman did not believe that Kara was Superman's cousin, rocketed to Earth in similar fashion to the Man of Steel. Superman, however was happy to find that he was no longer the sole surviving Kryptonian, and delighted that Kara would develop superpowers, as he had. For Batman, that was just another cause for concern.

Could a Supergirl be as heroic as Superman? Batman had his doubts.

DEEP IMPACT
Luthor convinced the world that the kryptonite meteor threatening Earth was attracted by Superman. Luthor was half right: buried deep within the rock was Kara's spaceship.

ATTACK ON PARADISE
Wonder Woman offered to raise Kara and train her to safely wield her superpowers. Batman and Superman objected, and their fears were realized when Darkseid attacked the Amazons in search of the Anti-Life Equation. With Doomsday and Cadmus Metallo in his service, Darkseid spirited Kara to Apokolips. Apokolips [illegible] Darkseid from utterly corrupting Kara, the World's Finest team took the battle to Darkseid to decide the fate of Supergirl.



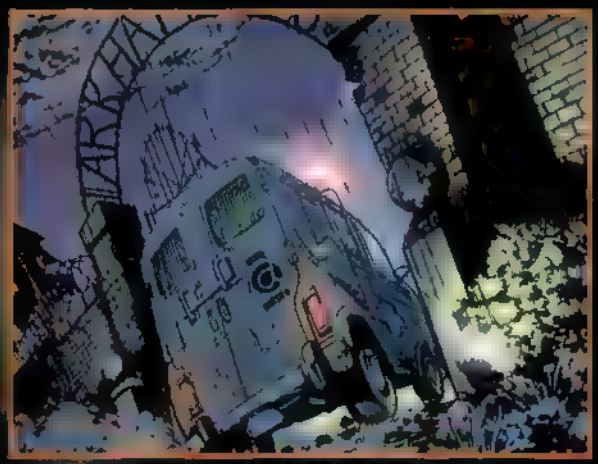
ROGUES GALLERY

THEY ARE THE WORST Gotham City has to offer. Maniacs, murderers, mobsters, and malcontents, their names live in infamy, a veritable *who's who* of villainy with territorial claims to Gotham and psychotic fixations on the Dark Knight as their nemesis. As Bruce Wayne donned the mantle of the Bat to spark fear in the city's criminals, a new breed of garish and flamboyant felons emerged as violent counterpoint: Joker, Two-Face, Bane, and so many others, with rap sheets and body counts in direct proportion to their madness. Evil *beyond* the core, the foes of Batman's Rogues Gallery exist in absolute opposition to the Dark Knight's crusade. He lives to bring order to Gotham. They dream of chaos inspired by their own peculiar manias, either to make themselves fabulously rich… or simply to fulfill an insatiable lust for mayhem. From padded cells in Arkham Asylum or behind iron bars in Blackgate Penitentiary, they plot their next insidious crime waves… while Batman waits for the inevitable clashes to follow.

BANG

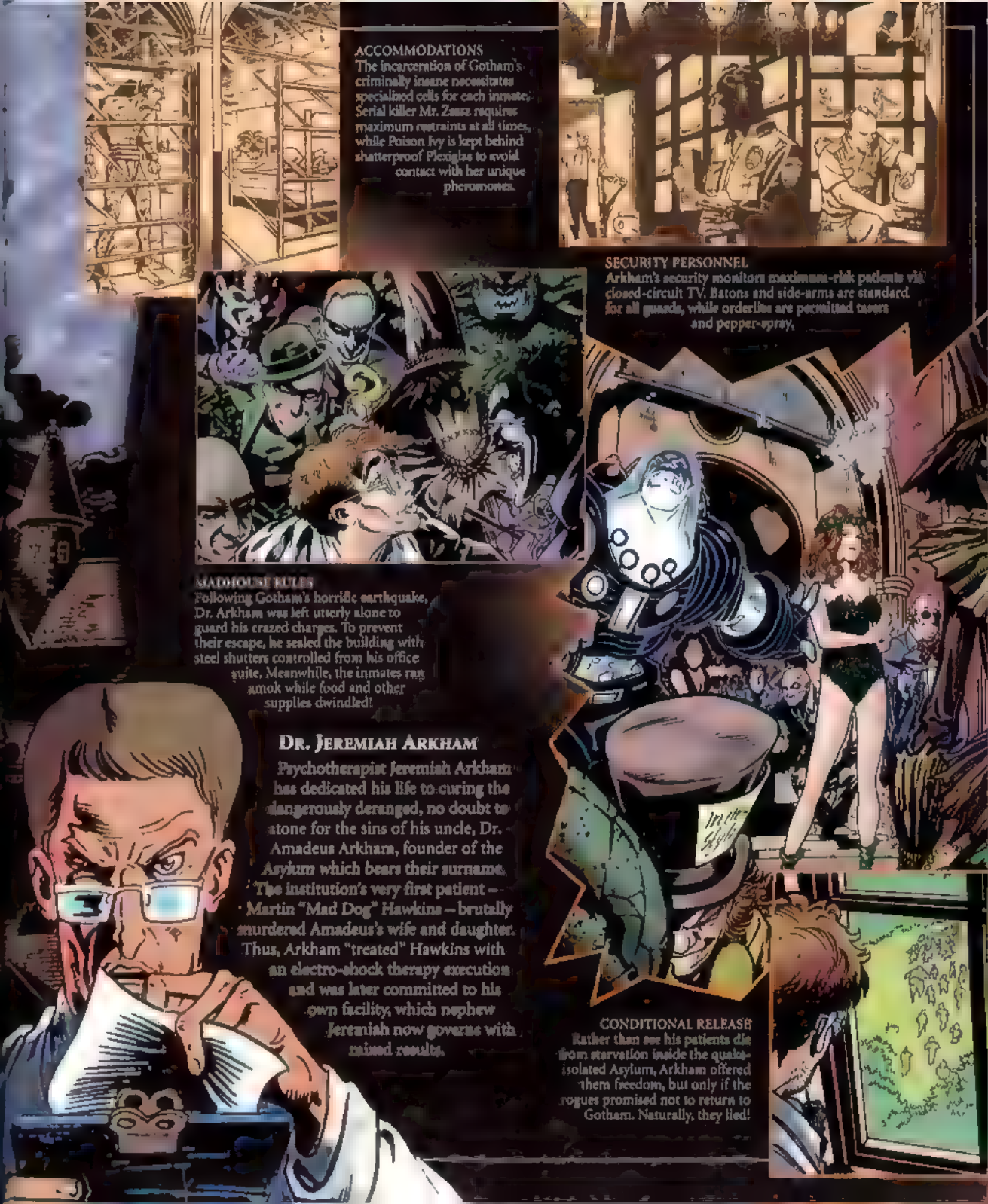
Arkham Asylum

MADNESS REIGNS SUPREME in the Elizabeth Arkham Asylum for the Criminally Insane. Established in 1921, Arkham's history has been punctuated by blood and tragedy. Today, the worst of the Dark Knight's rogues gallery regularly find themselves committed to a madhouse too often demonstrating a "revolving-door" policy on criminal rehabilitation, and unable to exorcise the inner demons driving the Joker, Two-Face, and so many others to acts of inexplicable evil.



MERCEY MANSION

Patients newly committed to Arkham Asylum are greeted with a nightmarish facility that seems hardly conducive to mental health! When Bane demolished the more modern hospital complex, Dr. Jeremiah Arkham was forced to occupy the labyrinthine Mercey Mansion. Located just a few short miles fromGotham's DiAngelo Sewage Treatment Plant, Arkham smells of more than just fear.



ACCOMMODATIONS
The incarceration of Gotham's criminally insane necessitates specialized cells for each inmate. Serial killer Mr. Zsasz requires maximum restraints at all times, while Poison Ivy is kept behind shatterproof Plexiglas to avoid contact with her unique pheromones.

SECURITY PERSONNEL
Arkham's security monitors maximum-risk patients via closed-circuit TV. Batons and side-arms are standard for all guards, while orderlies are permitted tasers and pepper-spray.

MADHOUSE RULES
Following Gotham's horrific earthquake, Dr. Arkham was left utterly alone to guard his crazed charges. To prevent their escape, he sealed the building with steel shutters controlled from his office suite. Meanwhile, the inmates ran amok while food and other supplies dwindled!

Dr. Jeremiah Arkham

Psychotherapist Jeremiah Arkham has dedicated his life to curing the dangerously deranged, no doubt to atone for the sins of his uncle, Dr. Amadeus Arkham, founder of the Asylum which bears their surname. The institution's very first patient — Martin "Mad Dog" Hawkins — brutally murdered Amadeus's wife and daughter. Thus, Arkham "treated" Hawkins with an electro-shock therapy execution and was later committed to his own facility, which nephew Jeremiah now governs with mixed results.

CONDITIONAL RELEASE
Rather than see his patients die from starvation inside the quake-isolated Asylum, Arkham offered them freedom, but only if the rogues promised not to return to Gotham. Naturally, they lied!

The Joker

He is the clown prince of crime. The Ace of Knaves. The Harlequin of Hate. Preeminent among the Dark Knight's rogues gallery, the Joker is certifiably psychotic, driven to the lunatic fringe by a chemical bath which bleached his skin white, dyed his hair shocking green, and peeled his lips back into a leering scarlet rictus. Accessorized with electrocuting joy buzzers and acid-spurting boutonnieres, the Joker has reinvented mass-murder and terrorism as comedic chaos. His crimes, however, are no laughing matter. Utterly unrepentant, the Joker has delightedly maimed or killed several of the Batman's closest allies... and would gladly do worse if given the chance.

ORIGINAL SIN
Though his [illegible] changes [illegible] the Joker was originally [illegible] the Red Hood to rob [illegible] to [illegible] the Joker with his [illegible] skin [illegible]

RED HOOD
Disguised as "The Red Hood," the Joker's attempt to rob Monarch Playing Cards went awry. Forced to flee from the Batman, he dove into the chemical waste vats of the adjacent Ace Chemical Processing.

CHEMICAL PEALS
Barely surviving his toxic swim, the failed comedian emerged from the chemical sludge reborn as an unhinged and ironic clown determined to drive the world just as crazy as himself!

The Joker proudly tops every "Most Wanted" list

THE JOKER

REAL NAME: Unknown

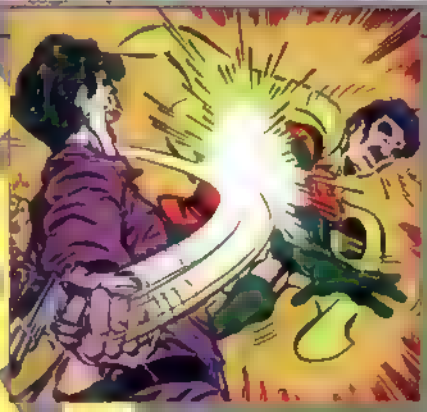
OCCUPATION: Professional Criminal

BASE: Gotham City

HEIGHT: 6 ft 5 in **WEIGHT:** 192 lb

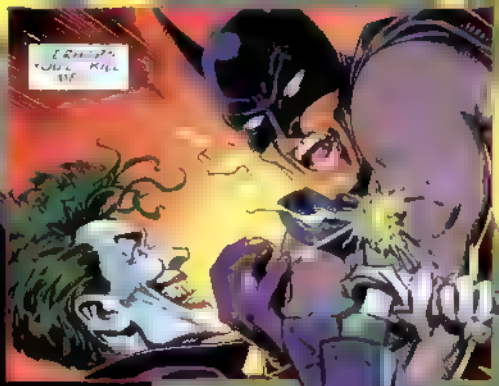
EYES: Green **HAIR:** Green

FIRST APPEARANCE: BATMAN #1 (Spring, 1940)



RIBALD REVENGE

Catching Jason Todd (Crusader the Joker "bludgeons to" the Boy Wonder and "leaves him to die" alongside his mentor in "booby trapped warehouse." The Joker's ultimate revenge would be driving the Dark Knight nemesis to the edge of madness with grief

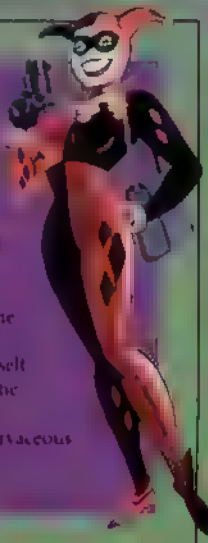


ACID TOUCH

With a preference for chemical weapons the Joker wields corrosive acids and "Joker Venom" – a lethal cocktail which poisons his victims to [illegible] spasms [illegible] laughter. [illegible] has own ruby red lips

PSYCHO-KILLER

Plotting high concept heists one day and random violence the next, the Joker's motives follow no predictable pattern. He is just as likely to reward loyal henchmen as he is to shoot them for laughing out of turn. Even the estranged Harley Quinn finds her ex-boyfriend emotionally erratic and undeniably unsafe!



HARLEY QUINN

Dr Harleen Quinzel fell head over heels for the Joker during a brief internship at Arkham Asylum. While there she aided his [illegible] escapes and earned her own padded cell. To win the love of her "Puddin'," Quinzel liberated herself and pursued him in the ultimate "love hate" relationship as the curvaceous vixen Harley Quinn!

CATWOMAN

Retractable razor-sharp claws on fingers of gloves

LIKE ALL CATS, *femme fatale* Selina Kyle always manages to land on her feet. Yet another orphan of Gotham City's mean streets, a young and destitute Selina escaped an abusive state home to live by her wits and petty theft, vowing never to want for anything again. In a backstreet dojo, Selina sharpened her claws and mastered ninja arts as basic job skills in cat burglary. As "Catwoman," she lined her purse in a long string of daring heists, eluding capture by the Dark Knight... but not escaping his notice. More altruistic than she would ever admit, Selina occasionally plies her larcenous trade in order to help Gotham's fellow "castaways." A bright, shiny bauble, however, can still catch this thief's sultry green eyes.

DRAMATIC PAWS
Make-up tips like Catwoman has [illegible] to perfect. Bought [illegible] Stylist Selina practices [illegible] by applying lipgloss to [illegible] Oh, and [illegible] claws. Few [illegible] enough to [illegible] Grant [illegible]

WHIPSMART
Catwoman wields [illegible] tapped cat-o'-nine-tails [illegible] weapon [illegible]

CATWOMAN

REAL NAME: Selina Kyle

OCCUPATION: Professional Thief

BASE: Gotham City

HEIGHT: 5 ft 7 in **WEIGHT:** 125 lb

EYES: Green **HAIR:** Black

FIRST APPEARANCE
BATMAN #1
(Spring 1940)

CAGED KITTY

Catwoman became the first costumed criminal to test the GCPD's "zero tolerance" policy for wrongdoing in post-NML Gotham. Captured and unmasked by the police, Selina refused to divulge her true identity and was sentenced as "Jane Doe" to the Cosgrove Center, a women's reformatory which dredged up all her childhood fears of being caged. Fellow inmate Harley Quinn played upon these memories and duped Catwoman into a revenge scheme against Commissioner James Gordon, placing the escaped Selina at further odds with the law.

GREEN-EYED LADY
Selina [illegible] Gotham's [illegible] cats [illegible] spoke's bar. The [illegible] reveals [illegible] her [illegible] She [illegible] with a [illegible] of [illegible] outlaws [illegible]

Bullwhip
Form fitting spandex
THE DEFINITIVE FORM
Catwoman's costume is designed to conceal most of her identity but neither fire resistant or bullet proof. However Selina Kyle's lover Wesley Dodds once created a costume for her that was made of a special fabric that could withstand gunfire. Unfortunately, the suit was destroyed in a fire.
ARCTIC SLEUTH
Depending on the caper Catwoman wears various outfits. Towards the end of the Year One storyline, during a deadly outbreak of bubonic plague, she commissioned a specially insulated and camouflaged "Snow Cat" suit, aiding the Bat Family by trekking through the Canadian Yukon to track down a cure
Leather glove
THE CAT AND THE BAT
Though she would deny her attraction for Batman is anything more than a kittenish flirtation, Catwoman is drawn to the Dark Knight on many levels, finding his valiant and incorruptible altruism as priceless as any gem
TRAPPED BY BAST
In order to thwart the evil plans of Catwoman, who is possessed by the spirit of the cat goddess Bast, Batman is forced to use Catwoman's own cat-like instincts against her. Unfortunately, Batman's tracking device

TWO-FACE

"APOLLO" DENT
As handsome as he was [illegible] Harvey Dent was dubbed "Apollo" by Gotham media [illegible] young crusading district attorney.

TWO-FACE

REAL NAME: Harvey Dent
OCCUPATION: Professional Criminal
BASE: Gotham City
HEIGHT: 6 ft **WEIGHT:** 182 lb
EYES: Blue **HAIR:** Brown/Gray
FIRST APPEARANCE: DETECTIVE COMICS #66 (August, 1942)

HARVEY DENT is a man divided. Childhood abuse fractured Dent's psyche right down the middle, leaving respected Gotham District Attorney Harvey Dent subconsciously sublimating a darker and more violent persona as an adult. Fittingly, this duality was mirrored in Dent's good-luck charm, a "two-headed" silver dollar. Once Batman's ally in justice, Dent's evil side reared its ugly head when, amid a packed courtroom, gangster Vincent Maroni hurled acid in the D.A.'s handsome visage. As the left side of Dent's face dissolved, so did the psychic walls keeping his dark reflection in check. With good and evil wrestling for control, Dent scarred his lucky piece so that it would be the final arbiter for his new persona, Two-Face, a schizoid criminal mastermind, whose every vile act would be decided by the flip of a coin!

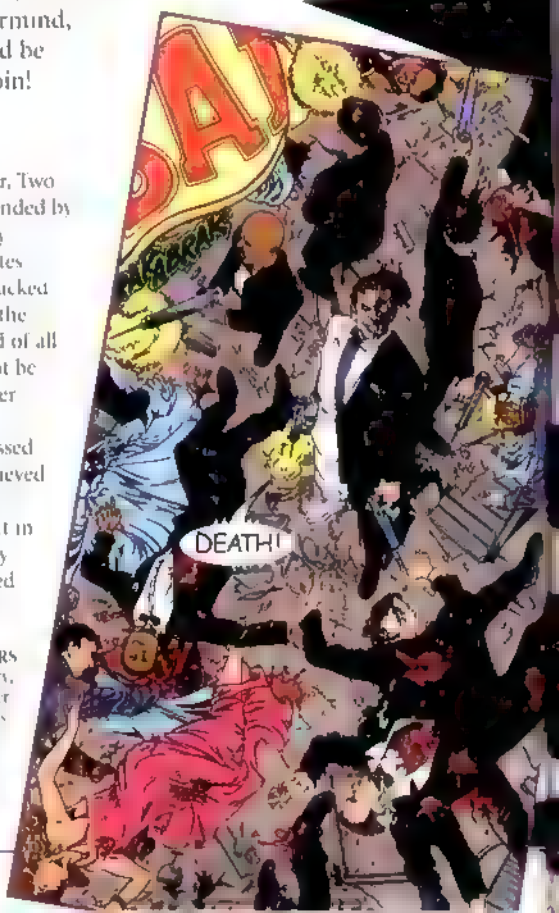
DAMAGING TESTIMONY
[illegible] Vincent Maroni refused to go down without evening the score against Dent. Maroni threw acid [illegible] Assistant D.A. Adrian Fedis. Dent's face and [illegible]

IN SICKNESS AND IN HEALTH
Despite Harvey's mental [illegible] Dent trusted that facial reconstruction would mend her husband's ghastly profile. But Harvey's scars were more than skin deep, and Gilda divorced Harvey after numerous plastic surgeries and years of psychiatric care failed to eclipse Two-Face's evil.

DOUBLE JEOPARDY

Without Dr. Rudolph Klemper, Two-Face might not exist! Apprehended by Batman, Klemper had savagely murdered 16 elderly Gothamites. But prosecutor Harvey Dent lacked sufficient evidence to convict the serial killer, who was acquitted of all charges. Knowing he could not be re-tried for his crimes, Klemper – who admitted to multiple personalities – gleefully confessed his sins to Dent, whom he believed to be a kindred schizophrenic spirit. Klemper was too correct in his diagnosis, perishing shortly thereafter from a bomb planted by Dent's emerging dark half.

KILL ALL THE LAWYERS
Believing that justice is arbitrary, Harvey Dent holds any practitioner of the law in great contempt. As judge, jury, and executioner, Two-Face has murdered his own court-appointed attorneys and carried out lethal litigation against scores of Gotham legal eagles.



HEADS YOU WIN...
Sometimes the good side prevails. Never one to turn down an even bet, Two-Face let his lucky silver dollar decide the fate of a dying Batman, poisoned by himself, the Joker, and the Penguin. When Robin offered a coin-toss for the antidote, Dent lost the flip and strong-armed the Penguin to relinquish the cure!

JUSTICE DIVIDED
Dent returned to prosecution during No Man's Land, indicting Jim Gordon for his law-breaking alliance with Two-Face. But Dent's own cross-examination of his alter-ego led to Gordon's acquittal, much to Two-Face's addled disappointment.

TWO SIDES OF LOVE
A prisoner of Two-Face for five long months during NML, Renee Montoya glimpsed a kinder and gentler Harvey Dent, one who loved the G.C.P.D. detective enough to send flowers on her twenty-eighth birthday.

The Penguin

LITTLE OZZIE
Even as a boy, Oswald was a proper gentleman and had no use for what he felt was "fun." He was a proper gentleman and had no use for what he felt was "fun." Penguin."

Oswald Chesterfield Cobblepot is a rare bird among the Batman's foes: he has actually made crime pay! Nattily attired in top hat and tails, Cobblepot is better known as "The Penguin," a criminal mastermind with a penchant for ornithology and trick umbrellas concealing automatic weapons, flame-thrower – or *worse*. Tiring of the Dark Knight foiling his every scheme, Cobblepot abandoned his parasols and opened Gotham's most famous nightclub, The Iceberg Lounge. Behind this less than legitimate business front, the Penguin continues his larcenous ways as a "fixer" entrenched in the Gotham underworld and one step removed from Batman's reach.

Birds of a Feather

Cobblepot's fascination with ornithology dates back to his early childhood when his widowed mother ran a pet shop specializing in exotic birds. Short, paunchy, and burdened with a prominent, equine nose, Oswald's school-yard nickname, "Penguin," was made worse by his mother's vehemence that he carry an umbrella, even on cloudless days. Mrs. Cobblepot feared that her son might succumb to pneumonia – just as his father had – after a sudden, sharp, cold rain shower. Oswald's spirits were comforted by his feathered friends in the pet shop. These birds became his constant companions in the years that followed, when the Penguin turned to crime in order to acquire the wealth and power necessary to rise above all those who ridiculed him.

CORPORATE TAKEOVER
The Penguin recently weathered an attempt to close down his celebrated Iceberg Lounge nightclub when Bruce Wayne purchased the building and became his new landlord. Rather than evict his unsavory tenant, Wayne has allowed Cobblepot to remain, keeping the black marketeer right where the Dark Knight can watch over him.

Top hat often conceals small arms

Tempered steel sword blade

Monocle laser lens

Concealed .22 revolver in ankle holster

BOWL PLAY
Agile despite his rotundity, the Penguin is an able fighter. His trained avian accomplices have included jackdaws, eagles, and nightingales.

PENGUIN

REAL NAME: Oswald Chesterfield Cobblepot

OCCUPATION: Restaurateur Racketeer

BASE: Gotham City

HEIGHT: 5 ft 2 in **WEIGHT:** 175 lb

EYES: Blue **HAIR:** Black

FIRST APPEARANCE: DETECTIVE COMICS #58 (December 1941)

SPRING LOADED
[illegible] considerable heights and distances for his getaways

PENGUIN IN FLIGHT
In addition to rocket propelled one-man parasols, the Penguin has also adapted umbrella [illegible] to serve as [illegible] or spinning helicopter rotors.

Trained carrier pigeon

Retractable blade in wing tip shoe

ADVANCE WARNING
[illegible] giving [illegible] time to [illegible] poison darts, or even [illegible] "Parrot Fever."

BREAD AND CIRCUSES
During NML the Penguin was perhaps [illegible] power in [illegible] Davenport Towers, where [illegible] gladiatorial games!

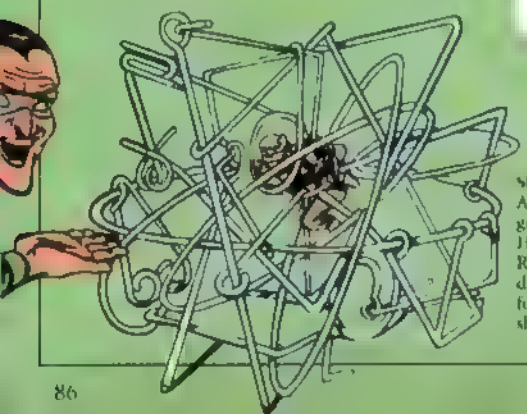
The Riddler

MASTER PLANNER
Edward Nigma delights in his cunning creativity.

CONUNDRUMS are the mania of Edward Nigma. Suffering an obsessive-compulsive desire for attention, Nigma's disorder unfortunately manifests itself in malfeasance. As the Riddler, he has attempted to steal the spotlight from Gotham City's other notable career criminals by concocting the most cryptic crimes, each prefaced by clues in the form of inscrutable riddles. Though utterly perplexing to Gotham's Finest, Nigma's puzzles find a formidable opponent in the Batman, whose deductive skills have proven superior to the Riddler's enigmatic engineering. Incarcerated more often than not, Nigma wracks his brain to plot that one mystery the Dark Knight *won't* be able to solve.

ANSWERS TO EVERY QUESTION

In psychological interviews, Edward Nigma admits that his quest to rise above anonymity has roots in his youth. In a school contest, Nigma (then Eddie Nashton) cheated in order to assemble a puzzle more quickly than his classmates. With the prize came respect, recognition, and the notice of bullies who rarely appreciated Eddie's "cleverness." As an adult, Edward would have demonstrated his mental superiority to Gotham's police if not for a bullying Batman. Though he claims that his crimes are "performance art," Nigma's misdeeds mask a deeper yearning – to be loved!



SLEIGHT OF HAND
An admirer of late great escape artist Harry Houdini, the Riddler's tangled trap displays a similar flair for dramatic showmanship.

THE RIDDLER

REAL NAME. Eddie Nashton (aka Edward Nigma)

OCCUPATION: Professional Criminal

BASE: Gotham City

HEIGHT: 6 ft 1 in **WEIGHT:** 183 lb

EYES: Blue **HAIR:** Black

FIRST APPEARANCE. DETECTIVE COMICS #140 (October 1948)

SHOCK ATTACK!
Though years of beatings have increased Nigma's tolerance for pain, he's more apt to pick up a weapon – like this stun gun – than engage in fisticuffs.

PUZZLE OR DIE!
Nigma thought his greatest death trap was "escapable!" In a true no win scenario, the Riddler corralled Batman in a flooding room with walls of live wires. To remain meant drowning, while scaling the walls meant certain electrocution. Yet Batman still figured a way out of the trap.

CRAZY FATE
Safe in the padded cells of Arkham Asylum, Nigma ponders the unsolvable riddle of his own psychosis.

GIRL POWER
The Riddler's gang of two are blonde Diedre Vance and brunette Nina Damfino – aka Query and Echo, respectively – violent femmes with a knack for finishing each other's sentences.

POISON IVY

WEIRD SCIENCE
Dr. Jason Woodrue with words of love. Dr. Woodrue's interest in Pamela Isley was purely scientific.

CHLOROPHYLL, not blood, courses through the veins of Pamela Isley. Transformed by the self-styled "Floronic Man," Jason Woodrue, the shrinking violet Isley bloomed into the ravishing Poison Ivy, a human/plant hybrid whose skin was toxic to the touch and shed fragrant pheromones capable of entangling men in her charms. Ivy used these abilities for thievery, thus becoming a thorn in Batman's side. But as her human side withered, Ivy grew more passionately intolerant of abuses against Nature's flora, making herself over as a self-styled guerrilla guardian of the green. She nurtured Gotham's polluted Robinson Park into a verdant haven for the wayward orphans of No Man's Land, relinquishing control only to spare the park's defoliation. Ivy nevertheless has more seeds to sow.

HOPE SPRINGS ETERNAL

Ivy's willingness to provide food and shelter to the children of disaster may signal a more permanent shift towards altruism on her part. In addition to the human "sprouts" she nurtured during NML, Ivy also cared for an injured Harley Quinn. Only time will tell if their blossoming friendship means more to Ivy's personal growth than just a comely criminal collaboration.

BAD MUSHROOMS
When Ivy first set down roots in Gotham, she greeted the city with a deadly fleshy fungi [illegible] *Basidiomycetes* [illegible] Gotham's sports [illegible] Gotham's mayor demanded $10,000,000 as ransom for the smothering toadstools' antidote!

POISON IVY

REAL NAME: Pamela Lillian Isley

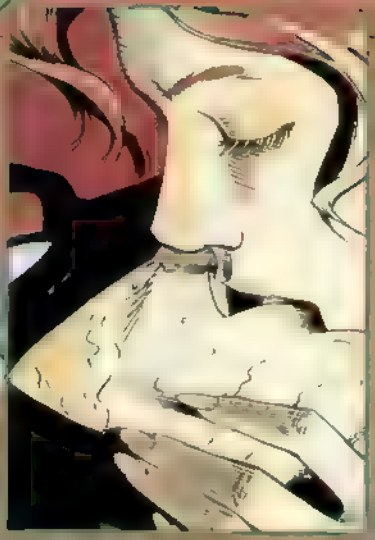
OCCUPATION: Professional Criminal

BASE: Gotham City

HEIGHT: 5 ft 6 in **WEIGHT:** 110 lb

EYES: Green **HAIR:** Chestnut

FIRST APPEARANCE: BATMAN #181 (June 1966)



KISS ME DEADLY
After Woodrue's torturous botanical experiments, the timid Ivley blossomed into a real man killer, eager to attract and dominate men with her poison kiss. Like her namesake, [illegible] Ivy excretes the [illegible] Urushiol, a narcotic [illegible] depending on her whim

IVY VERSES CLAYFACE
In the winter of NML, Poison Ivy was taken captive by cruel and lustful Basil Karlo the Ultimate Clayface. Denied water and sunlight, the weakened Ivy watched helplessly as [illegible] forced her gang of [illegible] children to harvest the Park's fruits and vegetables as high priced produce for a starving Gotham. Until Batman's aid was enlisted to take [illegible] on Karlo [illegible] his rich clay body is composed to fertilize our parks!

Genetically modified tiger lily

POISONING THE PARK
Pressured by Mayor Dickerson to evict Poison Ivy, the G.C.P.D. Quick Response Team prepared to liquefy the vegetation of Robinson Park with the military [illegible] Herbicide RC-560. Though [illegible] Ivy's scheme to [illegible] park by poisoning [illegible] she cared for her endangered orphan charges as much as her beloved flora

FATAL FOLIAGE
Ivy's body is a witches' brew of allergens, manifesting both the toxins and antitoxins for Rattlepod Nightshade Flytweed, and other deadly greens. Ivy's powers [illegible] genetically mutated [illegible] plants [illegible]

HERE COME THE TERRORS!
Ivy [illegible] flooded Robinson Park with [illegible] "a wild mix of [illegible] plant DNA

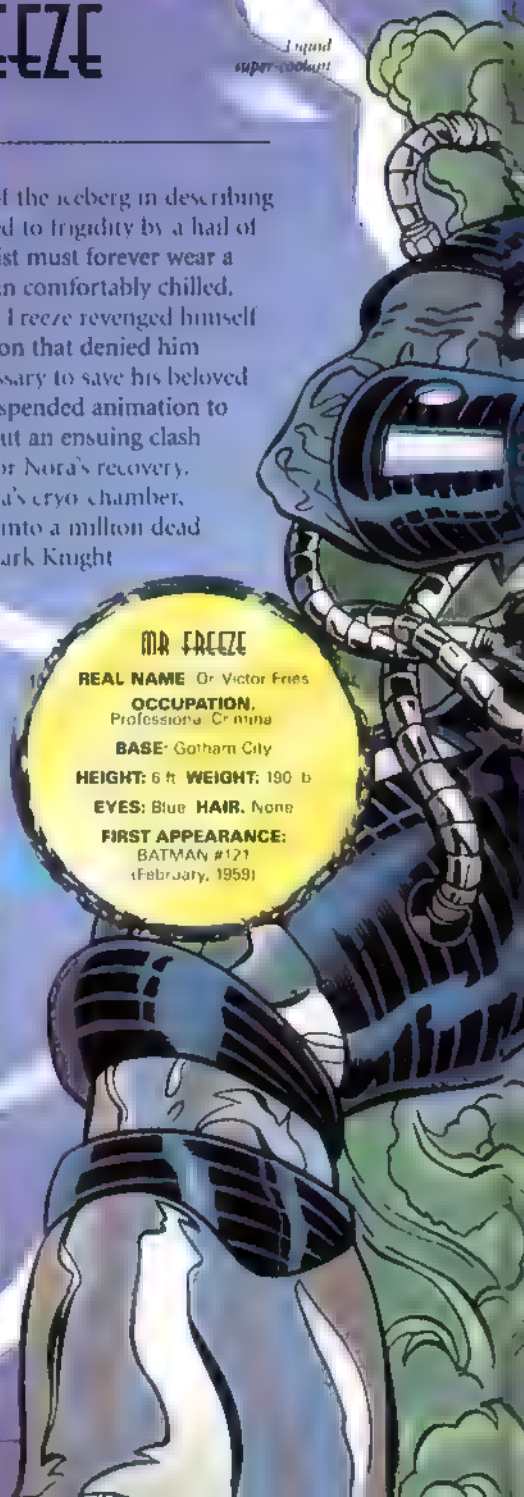
Mr. Freeze

FROZEN FRIENDS
To escape the pressures of his brutal father, [illegible] Victor Fries spent an [illegible] hobby: freezing animals! Victor believed that [illegible] were perfect—they [illegible] thought Victor was trying to control his own unpredictable world.

COLD-HEARTED is merely the tip of the iceberg in describing Victor Fries. His body chemistry altered to frigidity by a hail of super-coolants, the brilliant cryogenicist must forever wear a suit of air-conditioned armor to remain comfortably chilled. Wielding an ice-blasting cold gun, Mr. Freeze revenged himself upon Gothcorp, the soulless corporation that denied him funding to continue the research necessary to save his beloved wife Nora. Victor had placed her in suspended animation to halt the rare malady consuming her. But an ensuing clash with the Batman shattered any hope for Nora's recovery. Accidentally firing his cold gun at Nora's cryo chamber, Freeze fractured her slumbering body into a million dead shards. This act he blames upon the Dark Knight with the fury of a raging blizzard.

THE LOVE OF HIS LIFE
Isolated and [illegible] at boarding school and college, Fries believed he would never [illegible] Nora, the beautiful athlete who stole his heart.

COLD SHOWER
When Nora was stricken, Victor left a teaching post to work for Gothcorp. There he specialized in cryogenics, hoping to prolong Nora's life until a cure could be found. Gothcorp's decision to pull the plug on Nora's cryo chamber resulted in a stand-off, which ended with Victor falling into his own experimental coolants!



MR FREEZE

REAL NAME Dr. Victor Fries
OCCUPATION. Professional Criminal
BASE: Gotham City
HEIGHT: 6 ft **WEIGHT:** 190 lb
EYES: Blue **HAIR.** None
FIRST APPEARANCE: BATMAN #121 (February, 1959)

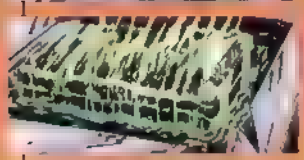
STRAIGHT FROM THE HEART
One by one, Freeze eliminated Gotham's executives with his cryo-gun, leaving Bruce Wayne to deal with the Dark Knight. Though Batman offered a chance for Victor's redemption, Freeze was overconfident in his ability to outwit the Caped Crusader. Batman's stealth blaster froze Freeze's heart and shattered the last remnants of his humanity.

FROZEN ASSETS
The super-cooled laser matrices of Freeze's gun and armor are tended by a different set of "faces" — the largest and most perfect diamonds. Without such gems, Freeze requires a trigger ammunition to freeze people's suit. Otherwise, his suit would break and his rings would melt.

CHILLED TO THE BONE
Determined to base his assault upon the Dark Knight, Freeze built Freeze Ray Mk. X, a [illegible] phase cryo-ray that activated Freeze's suit's connected body. This weapon was designed to draw The Dark Knight's heat

Rā's al Ghūl

TALIA
[illegible] refuses to be a pawn in their [illegible]



LAZARUS PITS
[illegible] periodic immersion in [illegible] Pits excavated above [illegible] the Earth. Once filled with a [illegible] brew [illegible] the Pits [illegible]

WAKING THE DEAD
[illegible] Talia is not [illegible] Ra's [illegible]

TO SAVE THE PLANET, he would destroy every last living soul. For untold centuries, Rā's al Ghūl has cheated death with alchemical "Lazarus Pits" extending his longevity to nigh-immortality so that he might restore Earth's ecological harmony. To achieve this Eden, Rā's al Ghūl commands an army of zealously devoted followers – chief among them his mortal daughter Talia – eco-terrorists willing to commit genocide on a global scale in the name of "The Demon's Head." Standing in opposition to this dystopian world order is the Batman, ironically the one man Rā's al Ghūl considers worthy enough to win Talia's hand in marriage and inherit Paradise.

Apocalypse now!

With the dawn of the new millennium, Ras al Ghul has increased his assault upon humankind with an even greater fervor. Unfortunately, Gotham City has been a focal point for the fulfillment of this apocalyptic agenda. The Demon's Head created the Ebola Gulf-A strain – dubbed "The Clench" which killed thousands of Gotham's citizens. Rā's al Ghul considered the outbreak merely a prelude to a panoply of virulence he would unleash upon the world, once he had deciphered the "Wheel of Plagues," an ancient mechanism that unlocked the genetic codes of terrible diseases. But Batman and his allies forestalled humanity's end, destroyed the Wheel, and denied Ras al Ghul his cruel legacy of extinction.

Ras is a stunning swordsman and master of innumerable killing arts

RA'S AL GHŪL
REAL NAME: Unknown
Translated: "The Demon's Head"
OCCUPATION: International Terrorist
BASE: Mobile
HEIGHT: 6 ft 5 in WEIGHT: 215 lb
EYES: Green HAIR: Gray with white streaks
FIRST APPEARANCE:
BATMAN #232
June 1971
EXPERIENCE IS POWER
WHISPER A'DAIRE AND KYLE ABBOT
URU

Death and the Maidens

NYSSA
Rā's daughter, the daughter was sent to [illegible] following the [illegible] Jewish [illegible] Nyssa. At the age of [illegible] Nyssa [illegible] Batman [illegible] the Middle [illegible]

THE DEMON'S HEAD Rā's al Ghul had just one question: "Why are you murdering me?" He believed that Batman was behind the destruction of the Lazarus Pits that prolonged his existence and had come to the Batcave to bargain for his immortal life. But Rā's al Ghul's doom was not a result of his feud with the Dark Knight. It was a family affair that involved a prodigal daughter whom Rā's had grievously wronged more than half a century before. With the return of Nyssa, Rā's al Ghūl's long life was finally about to end.

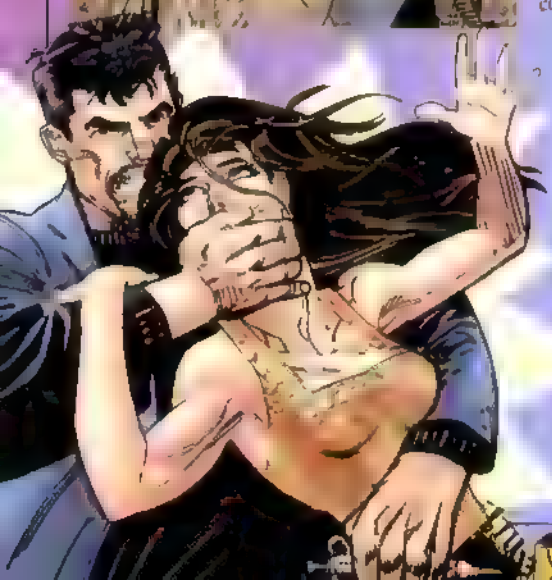
BITTER BETRAYAL
The ultimate cause of the rift between Nyssa and Rā's was his refusal to help save her children from a Nazi death camp in 1945.

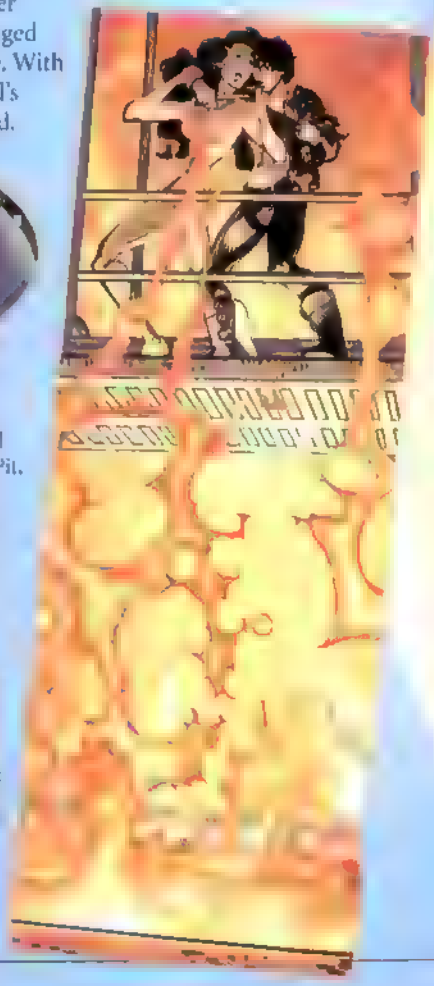
A TENTATIVE TRUCE

Wayne Enterprises was engaged in construction projects above potential pits. For access to a single Lazarus Pit, Rā's al Ghul, ravaged by age and illness, offered Bruce a strange elixir that would allow him to speak to his dead parents.

KIDNAPPED
[illegible] Rā's al Ghūl's youngest daughter, Talia knew [illegible] a sister Nyssa [illegible] Talia [illegible] who [illegible] Nyssa ordered her bodyguard and lover Misha to drug and abduct her.

DEATH BECOMES HER
Nyssa murdered Talia again and again [illegible] Lazarus Pit to resurrect her. Each Talia had no will of her own left and was her elder sister's puppet.





DEATHBED CONFESSION

While Bruce dreamed of his parents' murders, Nyssa slew the key players in the conspiracy to destroy Batman's wife, Superman, from the sidelines. Batman blamed Ra's al Ghul but learned that Nyssa had invaded his secret sanctum. Batman gave Nyssa the location of a Lazarus Pit before setting out to stop Nyssa from killing the Man of Steel.

TALKING TO GHOSTS

After drinking the elixir provided by Ra's al Ghūl, Bruce fell into a deep sleep. He dreamed that he met the ghost of his mother, Martha, in "Crime Alley," the scene of her murder years before. Bruce's father, Thomas, appeared later, after Bruce had spent time with Martha reflecting on what his life had become. Thomas Wayne was disappointed that his son had spent the last twenty-five years mourning their loss and devoting his life as Batman to avenging their murders. "Move on, son," advised Thomas as their deaths replayed before Bruce's eyes once more and he finally awoke.

Did Ra's al Ghūl's potion really allow Bruce to speak to his dead parents... or was it just a dream?

FINAL CONFRONTATION

At the Lazarus Pit in the Nevada desert, Ra's al Ghul and Nyssa battled. Ra's al Ghul was mortally wounded during the struggle. Nyssa urged Ra's to accept his death, but Ra's refused. Instead, he struck his daughter with his sword.

KILLER BLOW

As Batman looked on, Nyssa slew Ra's with her own blade, thus inheriting command of his vast criminal empire. She then saved Talia's life using another Lazarus Pit.

SINISTER SISTERS

Talia declared her love and loyalty to the new Ra's al Ghul, her own sister! Nyssa and Talia vowed to be Batman's enemies.

Bane

OSITO

[illegible]

EXPERIMENTS IN PAIN

[illegible]

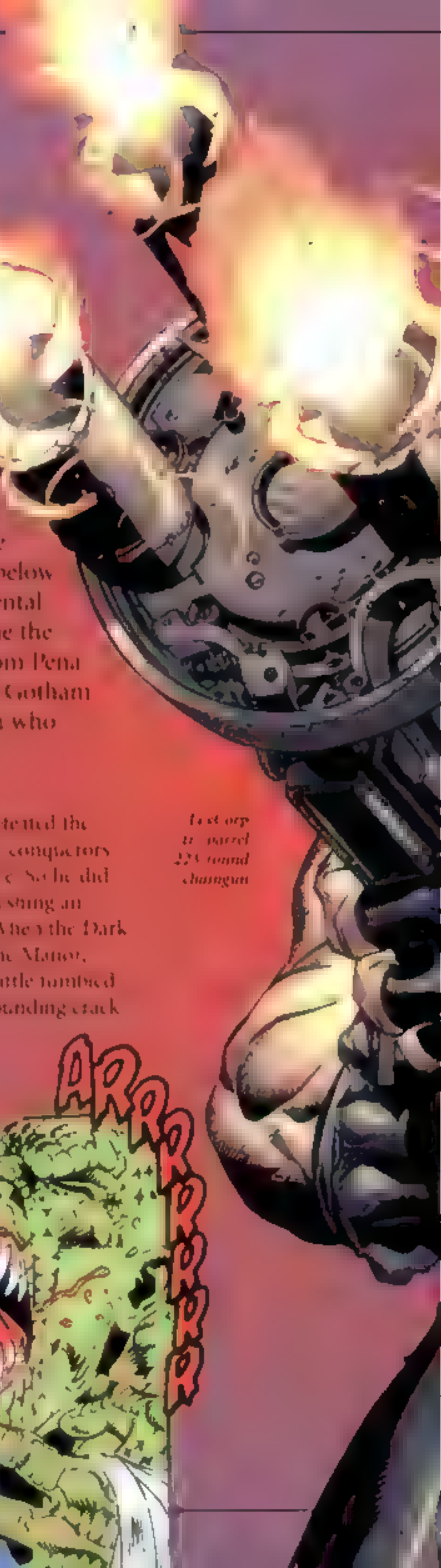
PUMPING UP

[illegible]

He is Bane. He knows no other name. Born into captivity, the child who would become Bane was fated to fulfill his father's life sentence inside the wretched walls of Santa Prisca's Pena Duro prison fortress. Survival for Bane resided in meditation and smuggled books, which his starving mind devoured as his body grew strong on the rats trapped with him in the dreaded Cavidad Obscuro, a dank solitary cell below sea level. Freedom lay in "Venom," an experimental steroid that granted the already formidable Bane the raging strength necessary to liberate himself from Pena Duro. Victory, however, could only be found in Gotham City, where Bane would gain infamy as the man who succeeded above all others in breaking the Bat!

Knightfall

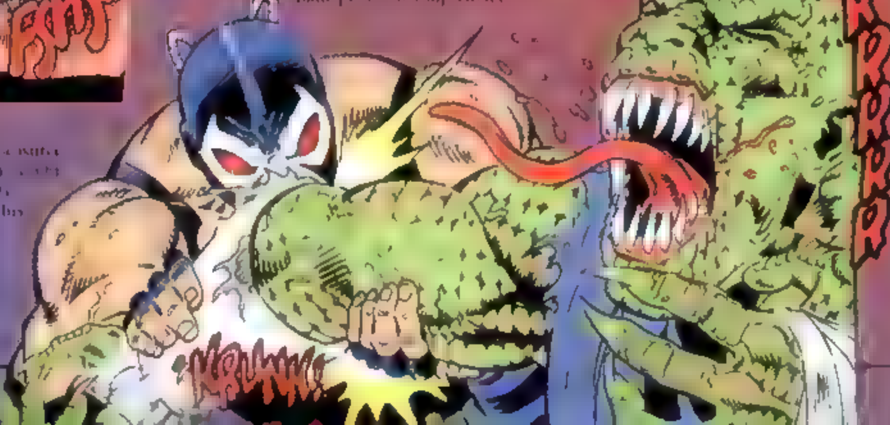
Bane accomplished what other villains could not: he defeated the Dark Knight. Having studied the stratagems of military conquerors throughout history, Bane knew a direct assault was futile. So he did just the opposite, destroying Arkham Asylum and unleashing an army of maniacal villains to wear Batman down first. When the Dark Knight's stamina was spent, Bane attacked him at Wayne Manor, having deduced the hero's true identity. As their epic battle tumbled into the batcave below, the cavern echoed with the resounding crack of Batman's shattering spine!



12-barrel 225-round chaingun

CROC WRESTLING!

[illegible]



WHO RULES THE NIGHT?

Bane's domination over Gotham was short-lived. As Bruce Wayne battled his crippling injuries, Jean-Paul Valley assumed the mantle of the Dark Knight, and violently took back the city. Eventually, the replacement Batman faced Bane, defeating the artificial strength of Venom with the System of St. Dumas. Bane later crafted himself a saddle to ride Venom, shielding his face and body with muscle.

Peregrine falcon trained to gouge eyes with its talons

BANE

REAL NAME: Unknown

OCCUPATION
Professional Criminal

BASE: International

HEIGHT: 6 ft 8 in **WEIGHT:** 350 lb

EYES: Brown **HAIR:** Brown

FIRST APPEARANCE:
BATMAN
VENGEANCE OF BANE
#1 (January 1993)

SCARECROW

BE AFRAID! Scarecrow practices the Crane style of violent dance.

AWKWARD AND GANGLY as a youth, Jonathan Crane overcame the school yard bullies who called him "Scarecrow" by conquering his own fears and delving into the study of dread. A professor of psychology and biochemistry in adulthood, he revenged himself on the Gotham University regents who fired him for his unorthodox teaching methods by quite literally scaring them to their deaths. As the Scarecrow, Crane used fright as a weapon, creating personalized phobias with his diabolical "fear gas" in order to further his criminal reign of terror.

ANXIFTIES OF YOUTH

Jonathan Crane endured the taunts of his fellow schoolchildren, who likened the youth – with his herky jerky gait – both to a cornfield Scarecrow and the spindly, bookish Ichabod Crane of Washington Irving's *The Legend of Sleepy Hollow*

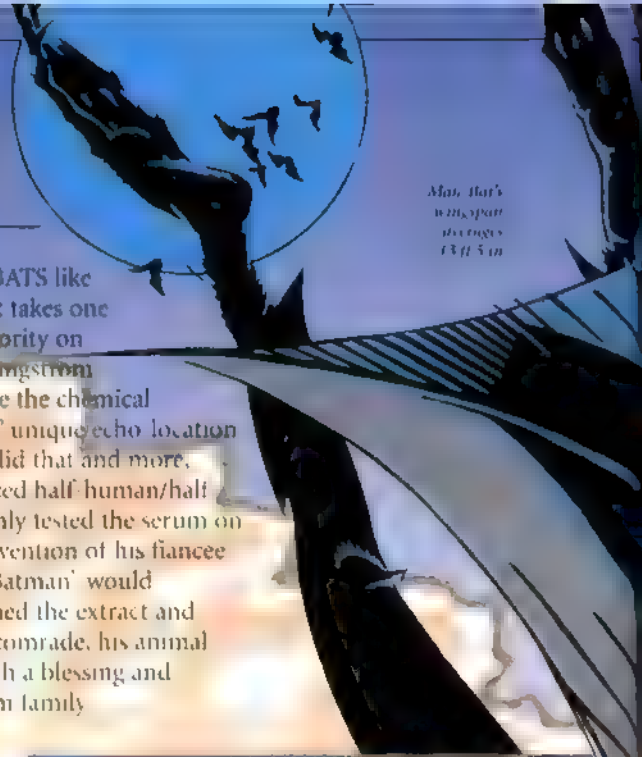
THE TASTE OF FEAR

Crane immersed himself in the biochemical analysis of fear during his years at Gotham University. In time, he would synthesize terror into his own potent potable, a hallucinatory fear gas capable of creating waking nightmares!

SCARECROW
REAL NAME: Prof. Jonathan Crane
OCCUPATION: Professional Criminal
BASE: Gotham City
HEIGHT: 6 ft. WEIGHT: 140 lb.
EYES: Blue HAIR: Brown
FIRST APPEARANCE: WORLD'S FINEST COMICS #3 (Fall 1941)
THE ESSENCE OF FEAR
NIGHT TERRORS
KRAK
KRAK
EEEEEEE

MAN-BAT

GENETIC PANACEA
Kirk hoped his animal genetics research would reveal cures for human ailments, but a tragic secret lurked within his own genetic code. When his scientific derring-do led to further tinkering, Kirk experimented on himself.



Man-Bat's wingspan averages 13 ft 5 in

NOBODY UNDERSTANDS BATS like zoologist Kirk Langstrom, for it takes one to know one! A renowned authority on the winged order *Chiroptera*, Langstrom labored to isolate and synthesize the chemical stimuli that fuel these creatures' unique echo location abilities. His bat-gland extract did that and more, mutating Langstrom into a crazed half-human/half-bat monstrosity when he foolishly tested the serum on himself. Only through the intervention of his fiancee Francine and Gotham's *other* "Batman" would Langstrom regain his humanity. Though Kirk later refined the extract and aided the Dark Knight as an occasional crime-fighting comrade, his animal side would eventually dominate, making "Man-Bat" both a blessing and a curse to Kirk, Francine, and the burgeoning Langstrom family.

LAB PARTNER
Kirk's wife-to-be, Dr. Francine Langstrom, helped him synthesize the vital serum which restored his human form.

MAN-BAT FAMILY

Though still wrestling with his Man-Bat persona, which reappears occasionally when latent elements of the Bat Extract bring about his physical transformation, Kirk has settled into a modicum of "normal life" with his family. Kirk, Francine, daughter Rebecca, and son Aaron have settled in a rural hamlet midway between Gotham and Bludhaven, where the former Man-Bat now serves as Director of Genetics Study at STAR Haven Labs.

BAD MEDICINE
The bat extract restored Kirk's hearing through sonic echolocation, but also caused his body to mutate into a hideous human/bat hybrid.

A TRUE BAT MAN
Strong as a Man-Bat's human/bat form, transformed Kirk Langstrom possesses great strength and endurance. By using echolocation, the bat's radar-like sense, he can "see" even in pitch darkness.

MAN-BAT

REAL NAME: Dr. Robert Kirkland Langstrom

OCCUPATION: Zoologist

BASE: Gotham City

HEIGHT: 6 ft 1 in **WEIGHT:** 201 lb

EYES: (as Langstrom) Brown (as Man-Bat) Red **HAIR:** Brown

FIRST APPEARANCE: DETECTIVE COMICS #400 (June 1970)

LIKE FATHER, LIKE SON

During No Man's Land, while Kirk went missing in a Man-Bat fugue, Francine and her daughter Becky transformed themselves with the Bat-Extract to protect "Baby-Bat" Aaron Langstrom from rogues eager to capitalize on his developing hyper-senses. Unlike his sister Becky, Aaron was born mutated because the Bat-Extract had altered Kirk's DNA. Unfortunately, Kirk passed these genes on to his son.

FUR WAR

Ventriloquist & Scarface

GALLOWS HUMOR
Facing life imprisonment Donnegan entertained himself by carving the lightning charred remains of the Gallows Tree into a wooden dummy. Ironically, "Woody" turned upon Donnegan, resulting in cellmate Arnold Wesker to hang his creator!

QUAKEMASTER
The shock of Gotham's Cataclysm may have precipitated another of Wesker's personas, Quakemaster. Claiming responsibility for the devastation, Quakemaster demanded a $100,000,000 ransom or else he would unleash another "crustal displacement"!

Mini Thompson submachine gu

ARNOLD WESKER'S NO DUMMY, though his evil alter-ego Scarface most certainly is. Orphaned as a child, the timid Wesker repressed his feelings so deeply that he developed multiple personalities to cope with life's stresses. When Wesker finally loosed his pent up emotions, he killed a man in a barroom brawl and was sentenced to Blackgate Penitentiary. There he first encountered the puppet Scarface, who had been whittled by an inmate named Donnegan from the wood of Blackgate's Gallows Tree. Wesker murdered Scarface's maker and gave the gruesome gangster doll a voice. Together, Scarface and the allegedly "unwilling" Ventriloquist carved out a significant niche in Gotham's underworld. It remains unclear who's really pulling the strings in their bizarre relationship.

THROWING THEIR VOICES

Pleading himself an accessory to Scarface's crimes, Wesker has successfully convinced Gotham's courts that his sanity is in question, necessitating treatment in Arkham Asylum. Dr. Jeremiah Arkham's psychological profile finds that Wesker's anti-social personality uses the Scarface dummy as a conduit to commit violent crimes. Wesker himself believes that Scarface is haunted by the souls of the 313 men hanged upon the Gallows Tree from which the dummy was sculpted. One thing is certain: Evil follows Scarface wherever he goes, whether or not it is ingrained in the very wood.

SOCKO
When Bane freed Arkham's patients to belabor and exhaust Batman, Ventriloquist was minus his partner in crime. Thus, the evil "Socko" was born, later vying for supremacy with the returned Scarface. The two solved their differences in a shoot out, leaving Wesker with bullet riddled hands.

HEAD TRAUMA
After Quakemaster was revealed as just another of Wesker's puppets, the Ventriloquist took up Scarface once more and fled in a hail of bullets. Gotham Police I. Mackenzie Buck knew the only way to stop Wesker was to silence Scarface, shattering his wooden head with a single shot.

Wide-brimmed fedora conceals pearl-handled Derringer
Hinged jaw
Puppet strings woven from prison-issue dental floss
Hand sewn silk tie
THREE'S A CROWD
Convinced by Dr. Arkham he'd rid himself of Scarface forever, Wesker reluctantly accepted Batman as the Ventriloquist found legitimate fame with the pretty puppet. Unaware Scarface waited in the wings...
HE'S THE GOSH
Though able to manipulate Scarface with either hand, the Ventriloquist's skills do not extend to pronouncing the letter "B." When shouting defiance at the Dynamic Duo, Scarface calls them "Gatman and Robin."
VENTRILOQUIST
REAL NAME: Arnold Wesker
OCCUPATION: Professional Criminal
BASE: Gotham City
HEIGHT: 5 ft 7 in WEIGHT: 142 lb
EYES: Blue HAIR: Gray
FIRST APPEARANCE: DETECTIVE COMICS #583 (February 1988)

CHARAXES

Even in his dreams, Killer Moth was a failure...

DRURY WALKER was little more than a joke. As Killer Moth, he offered his services as paid protector to Gotham's gangsters. But despite an arsenal of ingenious weaponry, including his signature cocoon gun, the colorful Killer Moth was bested by Batman at every turn, leaving his clients both irate *and* incarcerated.

Then Batgirl defeated the Moth, earning Walker further ridicule. So he made a deal with a devil – the tempter Neron – who gave Walker his heart's desire.

What Walker wanted most was to be feared. But what he received in exchange for his soul was metamorphosis into a real Killer Moth... the man-eating Charaxes!

CHARAXES

REAL NAME: Drury Walker aka Cameron Van Cleer

BASE: Gotham City

HEIGHT: 6 ft 9 in **WINGSPAN:** 12 ft

WEIGHT: 202 lb **EYES:** Red

HAIR: Mustard Yellow

FIRST APPEARANCE: UNDERWORLD UNLEASHED #1 November 1995

...but as Charaxes, the Moth evolved into the stuff of nightmares!

SOUL PROVIDER

Like a host of other power-hungry villains, Drury Walker eagerly responded to Neron's offer, enduring hellish pain as the demon lord fulfilled his pitiful wish. From Walker's transforming cocoon, the frightful Charaxes emerged to feast upon his keepers at Arkham!

LEFTOVERS
A rare carnivore among *Lepidoptera*, Charaxes prefers the juices of live prey to floral nectars. Spinning fibrous cocoons around his victims, Charaxes savors their fluids through piercing probosces!
So long, sucker, Charaxes is driven by an insatiable appetite!
Robin struggles to escape a sticky chrysalis!
PEST CONTROL
Though his exoskeleton is not impervious to bullets, Charaxes shrugs off most firepower with ease. In his new insectoid form, Walker's strength is increased tenfold. Sharp prehensile feelers increase his deadly reach, while chitinous fore wings and hind-wings powered by taut muscles in his thorax give Charaxes fluttering flight!

Lady Shiva

Martial Law

To hasten Bruce Wayne's return after he was injure by Bane, Shiva killed an armless sensei while wear the mask of Tengu, a bat spirit. She passed the tot to Bruce, who was soon faced with seven deadly martial artists seeking vengeance for their master's death

In the Hindu pantheon, Shiva is the "Destroyer of Worlds." With uncompromising hubris, Sandra Woosan has adopted this name as her own. Vengeance for her sister's murder first led Shiva to the martial arts; but more selfish ambitions spurred her to viciously ascend the League of Assassins' hierarchy over the battered bodies of countless opponents. A study in contradictions, she is credited with training Tim Drake to wield his Bo staff, as well as helping Bruce Wayne regain his fighting spirit after Bane broke his back. But as the "Paper Monkey" – ranking warrior in the clandestine Cult of the Monkey Fist – Shiva has also faced the Dark Knight and his squires in mortal combat. They trust Shiva only as far as they can throw her.

Brotherhood of the Fist

In the martial arts underground, the Cult of the Monkey Fist represents the pinnacle of fighting perfection, a hierarchical pyramid with Shiva standing alone at its top, having slain all rivals to her supremacy. Holding the much-vaunted title of Paper Monkey, Shiva welcomes any combatant foolhardy enough to covet her status.

KUNG-FU FIGHTER

Formerly Sandra Woosan's ally in her hunt for her sister's killer, martial arts guru Richard Dragon briefly became a reluctant operative of the spy network G.O.O.D. with Shiva and Bronze Tiger. Dragon retired from adventuring to seek the path of peace, but has emerged from seclusion to impart his unique expertise to Oracle and the Huntress.

A FAMILY AFFAIR

Batman encountered Shiva in the Middle East during Jason Todd's search to discover the identity of his real mother. One of three possible candidates, Shiva divulged that she was not Jason's mother only after the Dark Knight had bested her in personal combat and injected the martial mistress with the truth serum Sodium Pentothal.

LADY SHIVA

REAL NAME: Sandra Woosan

OCCUPATION: Mercenary

BASE: Mobile

HEIGHT: 5 ft 8 in **WEIGHT:** 115 lb

EYES: Blue **HAIR:** Black

FIRST APPEARANCE: RICHARD DRAGON, KUNG FU FIGHTER #5 (January, 1976)

THE KILLER BLOW

Throughout her pursuit of fighting perfection, Shiva has employed her assassin's training for hire, often dispatching her victims with a single strike, her merciless "Leopard Blow."

HARD KNOCKS

Shiva showed Batgirl the folly of attacking her [illegible] of her bones. One sucker-punch and a flying kick later, Batgirl agreed to battle Shiva a year hence in exchange for a single fighting lesson.

Mad Hatter

HEAD GAMES
A chrome-plated helmet conceals Jervis Tetch's deadly weapons and electronic circuitry.

JERVIS TETCH lives in another world, seen through the looking glass of Lewis Carroll's beloved children's book *Alice's Adventures in Wonderland*. Utterly convinced that he is "The Mad Hatter," Tetch forever scarred the image of Carroll's hectoring haberdasher by kidnapping and brainwashing young girls as "Alices" in a white-slavery ring. When his sordid "tea party" was foiled by the Dynamic Duo, Tetch was remanded to Arkham Asylum for treatment for his bizarre psychological fixation. To date, his rehabilitation has been unsuccessful, and the mercurial Mad Hatter continues to draw inspiration from the fictional Wonderland for any number of mind-controlling schemes.

AVID COLLECTOR

While the Mad Hatter of Carroll's tale was merely a vendor of hats, Jervis Tetch has an insane desire for caps of all manner, shape, and size. This hobby – supplemented by thievery, extortion, and other baser crimes – has led him to covet jeweled crowns, priceless antique headdresses, and even the cowl of his most hated foe!

SECRET STASH
During No Man's Land, Tetch remained in Gotham City and excavated an underground complex of tunnels and chambers. He stored his vault and collection of rubble.

CAPPED OFF
Having learned from previous perilous encounters, Batman shielded his cowl against the Mad Hatter's hypnotic thrall.

FREQUENCY MODULATION
The Mad Hatter has taken hypnosis to a new level. He utilizes [illegible] of his victims, making them inordinately [illegible] to suggestion.

MAD HATTER

REAL NAME Jervis Tetch

OCCUPATION Professional Criminal

BASE Gotham City

HEIGHT 4 ft 8 in **WEIGHT** 149 lb

EYES Blue **HAIR** Red

FIRST APPEARANCE
BATMAN #49
(November, 1948)

LATE FOR TEA

In order to cater to the disreputable tastes of General Sarno Singh Manh Lee, the Mad Hatter abducted a number of blonde teenage girls. He planned to tranquilize them with drugged tea for a three-way trip to the Republic of Rheelasto aboard the dictator's personal yacht.

Ivitch talked the guests at his tea party with separate music broadcast over a pirated radio channel.

HOODWINKED!

Even the masked villainess Natasia Ivitch agreed [illegible] to sparks about Gotham's [illegible] gases.

WRATH OF ROBIN

When the Mad Hatter kidnapped [illegible] of the Boy Wonder's own schoolmates, Robin flew into a rage, dedicating [illegible] and liberating a few of the kidnapees. Above, with [illegible] hand of the Dark Knight!

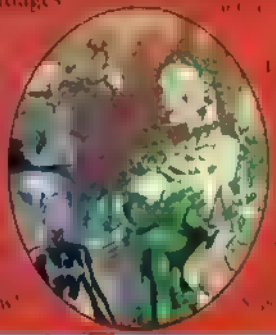
KIRK

Hush

JUST WHO WAS HUSH? and why had he targeted the Dark Knight? Before Batman could begin to solve this mystery, he first had to fend off attacks by several of his worst foes each higher in volume and more daring than the last! With Catwoman at his side, Batman struggled to stay one step ahead of Hush whose identity was a darker secret than even Bruce Wayne dared to imagine. As the pieces of this perilous puzzle fell into place, Batman encountered ghosts from the past and the ultimate betrayal before an awful truth was revealed beneath the bandages swaddling Hush's fiendish face!

CAT'S PAWS

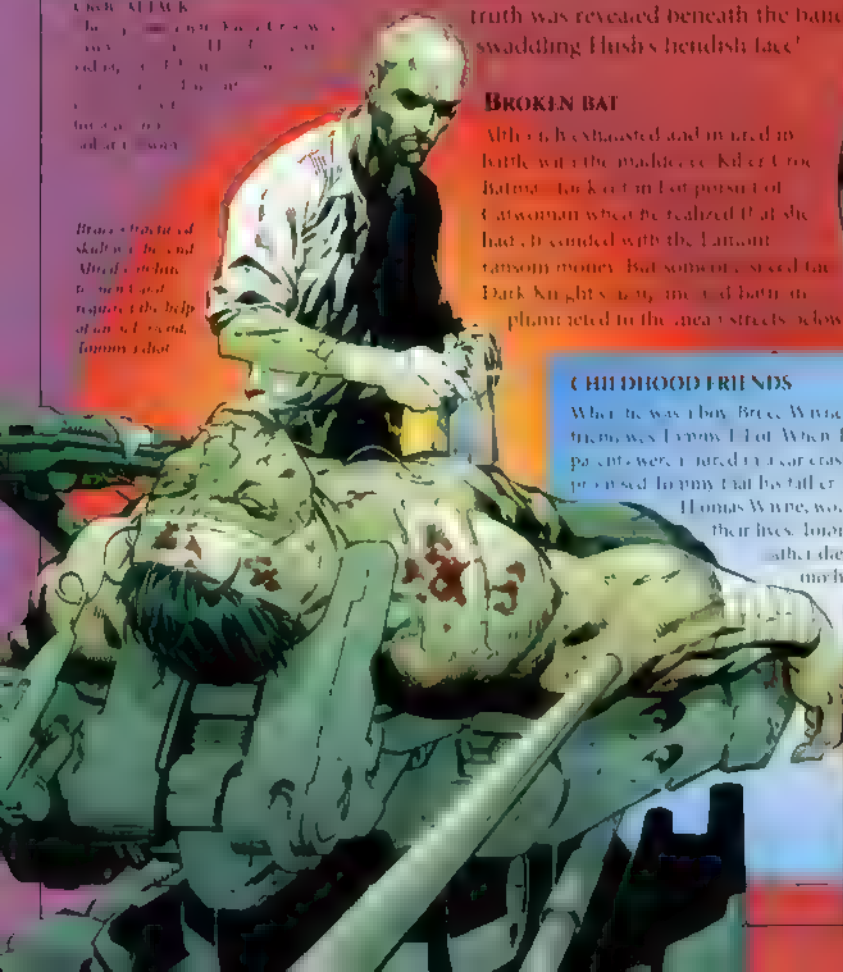
CRIME ATTACK



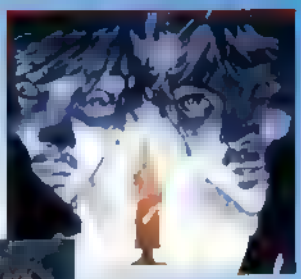
TANGLED IVY

BROKEN BAT

Bruce, frustrated and injured, battles Killer Croc.



CHILDHOOD FRIENDS



His face, or Tommy Elliot's face behind a mask of surgical bandages. Hush vowed to destroy the Dark Knight

GHOSTS OF THE PAST

In the midst of chaos Batman decided to trust Catwoman with his secret identity. Bruce and Selina grew closer, but the Joker and his girlfriend Harley Quinn spoiled their romantic bliss in an attack on the Gotham City Opera House during which Tommy Elliot was shot to death. Batman suspected that only a foe with intimate knowledge of his personal life could be responsible.

The Joker claimed he was innocent of Elliot's murder

Jim Gordon's daughter Barbara had known Batman's identity for years, but when Batman learned that Bruce was a Hush

At the grave of Jason Todd, Batman's former sidekick, Dick Grayson returned to his role as Batman

HUSH

REAL NAME: Thomas "Tommy" Elliot

OCCUPATION: Surgeon

BASE: Formerly Philadelphia, PA

HEIGHT: 6 ft 3 in **WEIGHT:** 225 lb

EYES: Brown **HAIR:** Reddish brown

FIRST APPEARANCE: BATMAN #609 (January 2003)

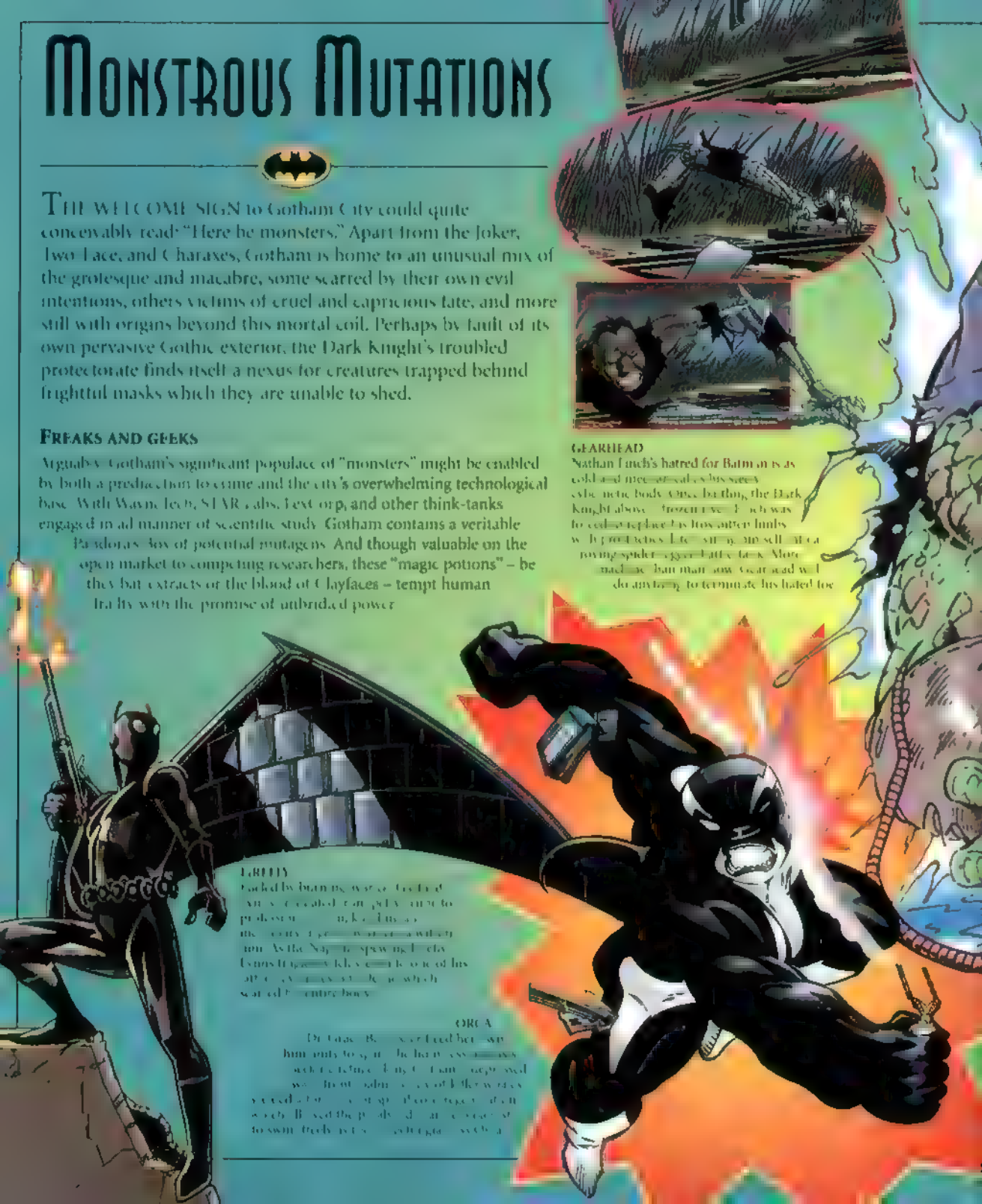
SECRETS AND LIES

Monstrous Mutations

THE WELCOME SIGN to Gotham City could quite conceivably read "Here be monsters." Apart from the Joker, Two-Face, and Clayfaces, Gotham is home to an unusual mix of the grotesque and macabre, some scarred by their own evil intentions, others victims of cruel and capricious fate, and more still with origins beyond this mortal coil. Perhaps by fault of its own pervasive Gothic exterior, the Dark Knight's troubled protectorate finds itself a nexus for creatures trapped behind frightful masks which they are unable to shed.

Freaks and Geeks

Arguably Gotham's significant populace of "monsters" might be enabled by both a predisposition to crime and the city's overwhelming technological base. With Wayne Tech, S.T.A.R. Labs, Lexcorp, and other think-tanks engaged in ad nauseum scientific study, Gotham contains a veritable Pandora's box of potential mutagens. And though valuable on the open market to competing researchers, these "magic potions" – be they but extracts of the blood of Clayfaces – tempt human frailty with the promise of unbridled power.



GEARHEAD
Nathan Finch's hatred for Batman is as cold and mechanical as his [illegible] cybernetic body. Once [illegible], the Dark Knight above [illegible] frozen eye. Finch was [illegible] to cold-storage his [illegible] with prosthetics. Left [illegible] a spying spider-[illegible] Batty-Tech. Mark [illegible] Batman now. Gearhead will do anything to terminate his hated foe.

GREEDY
Fooled by Batman's wrath, Greedy [illegible] and [illegible] to protect [illegible] the city's [illegible] with [illegible]. As the Napier-spewing Greedy [illegible] which [illegible] one of his [illegible] which [illegible] entire block.

ORCA
Dr. Grace B[illegible] Frederick [illegible] him only to spite [illegible] Now [illegible] Gotham City, Orca [illegible] with [illegible] of Batwoman [illegible] Orca [illegible] which [illegible] Batwoman [illegible] to [illegible] Orca [illegible]

KILLER CROC
Waylon Jones is a mutant with a rare skin disease that makes his epidermis look like the scales of a crocodile. Jones was a petty criminal who was transformed into a monstrous half-human, half-reptile creature by the mysterious Dr. Hugo Strange. Many times he has battled Batman, but he has also fought against other villains, such as Poison Ivy and Clayface III. Croc is a cunning opponent who is always looking for a way to get the upper hand on his enemies. He is very much a creature of instinct, and he has been known to kill his victims with his bare hands. Croc's favorite weapon is a machete.

ARRAKHAT
An evil djinn of Middle Eastern myth, Arrakhat was summoned by human forces to assassinate Tim Drake's schoolmate Ali Ben Khadir, Emir of Dhabar. Once called forth, Arrakhat must claim three lives before returning to his "Well of Flames."

THE MUDPACK
The malleable Clayfaces are among Batman's most formidable foes. Actor Basil Karlo (Clayface I) first donned a Clayface mask in order to take on the role of Matt Hagen (Clayface II). Matt Hagen could change his shape as well. After a vat of acid permanently destroyed Hagen's body, the mysterious Preston Payne (Clayface III) took over the role. Payne's plan was to become the ruler of Gotham City by replacing all of the city's officials with duplicates made from his own clay body. Payne was defeated by Batman and sent to Arkham Asylum.

Murdering Maniacs

WHO SAYS CRIME DOESN'T PAY? Having the highest violent crime rate on record, Gotham City claims the unenviable title, "murder capital of the free world." And with this distinction comes an economic niche eagerly and energetically filled by all manner of assassins, mercenaries, and guns-for-hire. Elements of both costumed rogues and organized crime – split among the Lucky Hand Triad, Escabedo Cartel, Odessa Mob, Sicilian Mafia, and Burnley Town Massive (BTM) – employ any number of gunsels, both amateur and professional. Meanwhile, neighboring Blüdhaven is developing its own cottage industry of hitmen hired specifically to rid the city of the vigilante Nightwing.

Knight-slayers

Though many commit homicide for profit, a sizable number of Gotham's murderous maniacs kill for the sheer thrill of it. Those most prolific, the serial and spree killers, are confined to the wretched bowels of Arkham Asylum. Worst of all are the death-dealers who target human casualties merely to draw the attention of the Dark Knight, their most-desired victim.

LADY KILLER
Though they have battled as Batman and Lady Vic, respectively, neither Bruce Wayne nor Lady Elaine realize their connection [illegible] arts de-constructs or social circles.

LADY VIC
Descended from an [illegible] criminal [illegible] aged British mercenaries, Lady Elaine Marsh Morton [illegible] retained by Roland Desmond to eliminate Nightwing. To the [illegible]s credit, Lady Vic Marsh-Morton's professional sobriquet – has been unsuccessful thus far. Her personal arsenal, heirlooms of her ancestors' colorful campaigns [illegible] Webley Fosbery [illegible] Bowie and kris daggers, Zulu knobkerrie and Assegai spear, Kukri, and Thagee strangling scarf.

MR. ZSASZ
Victor Zsasz is the most unrepentant of sociopaths, a serial killer whose body count is etched indelibly into his skin. Highly intelligent and deceptively cunning, Mr. Zsasz [illegible] as he is known among the cult of celebrity associated with prolific predators – is indiscriminate in choosing his prey. However, he does prefer a carving knife for the slaughter, leaving his victims [illegible] life-like" positions and marking their deaths as gashed tallies on his own body. Zsasz would consider a slice for Batman the sharpest cut in his macabre ritual of murder and self-mutilation.

STEELJACKET

His true identity unknown, Steeljacket is a horrific product of genetic manipulation to create a human/avian hybrid. Lightweight bristle-like bones forced the formerly high-flying raptor to don protective metal armor, hence his *nom de guerre*. Though his wings were amputated following injuries sustained in an aerial battle with Robin, Steeljacket's claws remain as sharp and deadly as ever.

BRUTALE

Frequently paired with fellow stone-killer Ruach Hanrahan—as the second-pumped Stallone to Guglielmo Barrera's would-be enforcer collecting the considerable bounty on Nightwing. A refugee of Hasrafia's fallen Marxist regime, the former state interrogator now peddles his surgical skills on the world market. The assassin brutale currently in the employ of Blockbuster. As his primary arms, Brutale favors scalpels, throwing knives, and other razor-keen blades.

10.5-in throwing knife

ECHO

Enlisted as a low-level agent during his attempted takeover of NAIL Gotham, the assassin known as "Echo" was once an operative of the Soviet GRU—*Glavnoye Razvedyvatelnoye Upravleniye*—one survivor of the Living Project—an experiment in wet-ware bio-mechanical implants. Echo is able to mentally scan electronic data transmissions. His ability extends to the human mind via electrical functions, allowing Echo to read thoughts—creating a constant and excruciating barrage in her own troubled head.

MASTERMINDS

KNOWLEDGE CAN BE a dangerous thing, especially when wielded by criminal masterminds who skirt the very edges of sanity in their lust for power. Worse yet are the foes whose capacity for evil is overshadowed only by their insane intellects, some as keen as the Dark Knight's own. One genius foe attacks Batman on a psychological battlefield. Another has devised potent narcotic allures to seduce him. A third is perhaps even more at home in darkness than the Dark Knight or his squires. And the remaining venal virtuosos reign over dutiful foot-soldiers inspired to commit appalling crimes in their names!

PROFESSOR HUGO STRANGE
As consultant to Gotham's "Vigilante Task Force" psychiatrist Hugo Strange's obsession with the mental dissection of the Dark Knight led to personal identification with his quarry. To prove his intellectual superiority, Strange sought to shatter Batman's mind, a battle of wills complicated after the Professor deduced Batman's true identity, knowledge he jealously guards as his own secret weapon!

MURDEROUS MINIONS

While some villains ply henchmen with the promise of wealth, the masterminds of Batman's Rogues Gallery ensure loyalty by other means. Hugo Strange turns men to monsters with mind and body-altering drugs. Nocturna bewitches with her own patented perfumes. Maxie Zeus rules over mortals convinced by his claim to godhood, while Black Mask instills his fellow False-Facers with the belief that they are similarly empowered by their own masks. General McGog dominates his well-trained regiments with fear, punishing insubordination with death, while King Snake outsmarts and outfights any minion fool enough to mistake his blindness for weakness.

Failure to please King Snake is at best an eye

NOCTURNA
Laser radiation [illegible] Natalia Knight's skin of all pigment and rendered her sensitive to sunlight, an accident not entirely unfortunate for an astronomer [illegible] usually drawn to twilight [illegible] dawn. Natalia [illegible] Nocturna and her [illegible] Anton Knight engaged in the [illegible] to enjoy the wilderness adventures. But when Anton became the murderous Night Slayer, Nocturna killed him with horror. Her attentions toward a true defender of the dark [illegible] Batman!

BLACK MASK

[illegible] Roman Sionis [illegible] his company [illegible] a line of [illegible] When Wayne [illegible] the foundering company, Sionis resigned in [illegible] He carved [illegible] mask from [illegible] and established the False Face Society of Gotham [illegible] "Black Mask" [illegible] dominating Gotham's underworld, Black Mask's grip was weakened by No Man's Land, though he schemes a return to power.

MAXIE ZEUS

Possessing a [illegible] complex like no other, Maxie Zeus believes himself to be the reincarnation of Zeus, the mythical Greek ruler of the gods. Maxie once ruled over a [illegible] portion of Gotham's criminal realm, establishing his own version of Olympus [illegible] mythological [illegible]

GENERAL McGOG

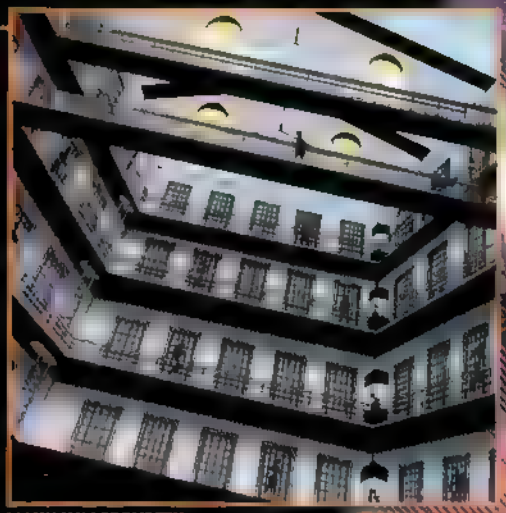
Supreme commander of the Trojan Army [illegible] regiment of elite mercenaries [illegible] General Horatio McGog sentenced Jean Paul Valley to death when the Agent of the Bat entered the Trojans' secret Middle Eastern camp [illegible] But McGog [illegible] Jean Paul the answers he sought [illegible] a woman who may have been Azrael's [illegible] the truth died with her as she leapt into McGog's line of fire in order to save Jean Paul's life.

KING SNAKE

International crime lord Sir Edmund [illegible] Kobra with a [illegible] His first battle with [illegible] King Snake [illegible] the Ghost Dragons [illegible] street punks [illegible] last [illegible] attempt to seize [illegible] Kobra cult [illegible] was plotting [illegible] his eyesight [illegible] control [illegible]

BLACKGATE

HARD TIME is the only time served in Blackgate Island Maximum Security Penitentiary. Formerly a Civil War gun battery defending Gotham Harbor from Confederate Ironsides, the stone fortress of Blackgate later found new purpose in keeping Gotham City's criminal populace at a safe distance. Just a few degrees southeast of the sandy Chalfont Shoal, Blackgate is separated from the larger Gotham Island by "The Rip," a 30-knot current even more intimidating than the northerly swimming sharks basking offshore. Home to an incendiary mix of Gotham's deadliest felons, Blackgate resides in infamy as perhaps the most dangerous prison in America, if not the world!



MAXIMUM SECURITY
Built upon 70 acres of rock in Gotham Bay, Blackgate's cells are reserved for Gotham's "highest risk" prisoners; lesser offenders are sent to upstate facilities.

THE RATCATCHER
Otis Flannegan plagued Gotham with an army of trained rats. Despite his incarceration, the Ratcatcher utilizes a brood of loyal rodents to relay messages to other convicts via the maze of ventilation ducts within Blackgate's superstructure.

HIGH TIDE!

Rocked to its foundations by Gotham's earthquake, Blackgate weathered even harsher aftershocks in the hours that followed, including a series of 10 seismic-generated tsunamis led by a tidal wave cresting nearly 80 feet!

PROS AND CONS

With a population topping 2,000 inmates, Blackgate's charges are watched over by a force of only 200 corrections officers – unsettling odds considering the significant ratio of dangerous costumed criminals incarcerated among them.

STEELJACKET *(aka [illegible])*

Surgically altered killer who wears an armored exoskeleton to protect his fragile, [illegible] bones

KGBEAST *(aka Anatoly Knyazev)*

Russian assassin serving life for murder and terrorism

BLACK SPIDER *(aka [illegible] Monroe)*

Former ordinary citizen driven by Gotham's colorful Black Mask Gang

CLUEMASTER *(aka Arthur Brown)*

Mastermind [illegible] compelled to leave clues revealing his impending crimes

KGBeast, the Trigger Twins, and Lock-Up prowl their prison island empire.

WHO WATCHES THE WATCHMEN?

Abandoned by its keepers, the Blackgate of No Man's Land was governed by its own prisoners! Sanctioned by Batman, Lock-Up (Lyle Bolton) meted out punishments with KGBeast and the Trigger Twins (Tad and Tom) until Batman sent Nightwing to restore order.

BATMAN'S CAREER

FOR DC COMICS' Dark Knight Detective, the leap from pulp fiction protagonist to literary icon was accomplished in a handful of decades. Creator Bob Kane's vision of an urban guerrilla clad in the night itself burst his way out of a genre peopled with all manner of costumed mystery men and women, each drawing a line against crime gone unchecked. But the cape and cowl of Batman overshadowed many of his vigilante peers, enduring in popularity for more than 60 years and counting, spanning the 20th century's surrender to a new century and millennium. Today, the Dark Knight and his supporting cast belong to the collective consciousness, a mass media phenomenon borne out of well over 3,000 comic book appearances read, shared, and enjoyed by fans of every demographic in more than 50 countries where "hero" can also be defined by the silhouette of a bat.

Golden Age Batman

THE MONK
The Monk was both a vampire and a werewolf! With his female accomplice Dala, he tried to feed Bruce Wayne's girlfriend Julie Madison to his pack of werewolves—forcing Bruce to load his automatic with silver bullets.

DC COMICS' DARK KNIGHT DETECTIVE has changed little in nearly seven decades. But while Batman's costume and mission have remained a constant following the Caped Crusader's debut in *Detective Comics* #27 in May 1939, elements of the various Bat-series have frequently reflected an evolving hero, changing times, and the often-mercurial interests of comic book readership. In his first few adventures, the Dark Knight brandished an automatic pistol. By 1941, however, Batman's personal ethos against firearms became one of his most defining characteristics. And as this "Golden Age" of comics continued, the Bat Family got bigger, while the Bat Rogues were quite literally out of this world!

THOMAS WAYNE
It's true! Years before Bruce donned cape and cowl, Thomas Wayne battled bank robber Lew Moxon and his gunsels while wearing a "bat-man" costume. Of course, Dr. Wayne was attending a masquerade ball at the time, but the image of his father thus disguised left an indelible imprint in the mind of young Bruce Wayne.

ALIEN INVADERS
Batman and Robin spent many an adventure defending Gotham City and the world against threats from beyond the stars. If not for the Dynamic Duo (as well as Superman in the pages of *World's Finest Comics*) Earth might have been overrun by the space pirate Kraak, invaders from Zoron or the gargantuan Creature from Planet X [illegible]. Naturally, some of these alien enemies were fakes.

THE STRANGE COSTUMES OF BATMAN
Batman has a Bat-Costume to fit every crime, including [illegible] left to right, an arctic costume, a luminous [illegible] from a spacecraft, and a gilded garb that allowed him to pose as a gold statue.

THE WAR EFFORT

Like many of his crime-fighting contemporaries during World War II, Batman did his bit for the Allied war effort. In the early 1940s, the Dynamic Duo encouraged readers to buy war bonds and stamps on patriotic-themed covers adorning *Batman* and *Detective Comics*.

DR. DOUBLE-X

Fear of the nuclear bomb in the 1950s gave rise to stories of science gone awry and villains such as Dr. Simon Ecks (Doctor X) and his evil twin, Double X, a creature composed of pure energy! Double X, the repressed side of Dr. Ecks's personality, was kept alive by a machine fueled by a chemical solution.

BAT GIRL

Teenager Betty Kane donned a red-and-green ensemble as Bat Girl to team with her aunt Kathy, alias Batwoman (right). Betty's exploits as Bat Girl were restricted to her occasional visits to Gotham City—much to her chagrin, as she had a crush on Robin!

ACE THE BAT-HOUND

After rescuing a dog from drowning, Batman and Robin found the pooch determined to help them as a heroic hound. Ace wore a mask (to conceal his secret identity, of course) and a bat-emblem attached to his dog collar.

BAT-MITE

Batman's self-proclaimed "greatest fan" was a pint-sized pest, an interdimensional imp who came to Earth to watch his hero in action.

BATWOMAN

In 1956, Batwoman entered the Bat-canon as both a romantic foil and comely competition for the Caped Crusader. Inspired by Batman, circus daredevil and wealthy heiress Kathy Kane used her fortune to contruct her own Batcave and adopted a red-and-yellow costume to fight injustice as the "Girl Gangbuster," Batwoman!

A JOKER IN EVERY DECK

Of all Batman's adversaries, the leering Joker stands out as the most famous... and most fearsome! From his first appearance in *Batman* #1 in Spring 1940, the "caliph of crime clowns" or "grand mogul of mountebanks" dabbled in deathtraps and clown-themed capers. However, the Joker of the "Golden Age" distinguished himself by refusing to unmask or kill Batman in order to continue their ongoing battle of wits.

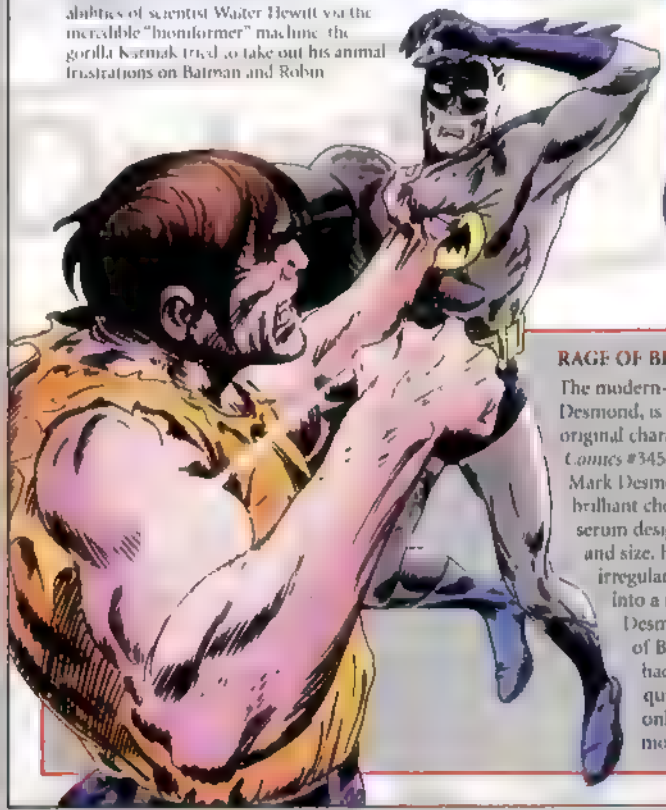
Silver Age Batman

DC COMICS' *SHOWCASE #4* in 1956 signaled the "Silver Age" of comic books with radical reintroductions of many classic characters. Batman was left mostly untouched, although DC's newly minted "Earth-2," populated by Golden Age characters, explained away an older Dark Knight's exploits during World War II. Meanwhile, Earth-1's Batman continued the good fight, adding a yellow oval to his bat emblem *Detective Comics* #327 in 1964. His supporting cast grew to include new allies and adversaries as the Dark Knight's Silver Age extended through the early 1970s.

MONKEY BUSINESS
Whenever a gorilla appeared on the cover of a DC Comics title high sales were sure to follow. Aping this trend, Batman battled a "living beast bomb" in *Detective Comics* #339. Endowed with the intellectual abilities of scientist Walter Hewitt via the incredible "biomformer" machine, the gorilla Katmak tried to take out his animal frustrations on Batman and Robin.

FEAR THE REAPER
In *Batman* #237, Batman met a grim Reaper, a Jewish doctor determined to deliver justice to the Nazi death camp commandant who butchered his family decades before.

GREEN EYED LADY
Catwoman traded her traditional purple for green sequins during the Silver Age. She longed to steal Batman's heart, and was jealous of Batgirl, whom she mistakenly assumed was Batman's girlfriend.

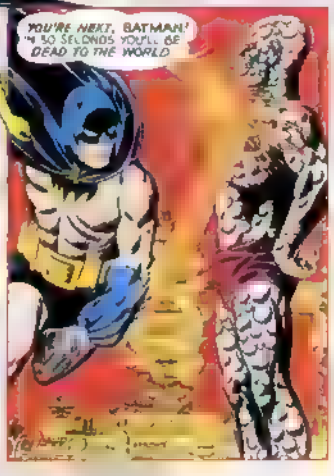


RAGE OF BLOCKBUSTER
The modern-day Blockbuster, Roland Desmond, is a criminal genius, but the original character—introduced in *Detective Comics* #345—was a mindless behemoth! Mark Desmond, brother of Roland, was a brilliant chemist who developed a special serum designed to increase his strength and size. However, a glandular irregularity made Desmond mutate into a raging giant! Ironically, while Desmond went berserk at the sight of Batman, Bruce Wayne—who had saved Desmond from quicksand years before—was the only person who could calm the monster down.

RIDDLE ME THIS
Batman in jail? Robin siding with the Riddler? Readers during the 1960s often faced cover teasers that showed the Dynamic Duo divided. Sometimes Batman and Robin fought, other times a villain or Batgirl came between the Caped Crusaders.

Enter Batgirl

Barbara Gordon, alias Batgirl, was introduced by request of the producers of the *Batman* television series. The daughter of Commissioner Gordon, she first donned her cape and cowl in 1967, joining the Dynamic Duo for many adventures in the decades that followed.



THE OUTSIDER'S SECRET
In *Detective Comics* #328, Bruce Wayne's faithful butler, Alfred, was flattened by a giant boulder! Alfred sacrificed himself to save Batman and Robin from the Tr. State Gang. Imagine the Dynamic Duo's surprise when the telekinetically powered Oats der—a subsequent foe—turned out to be none other than Alfred himself, brought back from the brink of death by rogue scientist Brandon Crawford's regeneration machine!

The Joker's Wild

The Joker kept Batman and Robin busy during the 1960s with his laugh riots. More capering fool than crazed fiend this time around, the Clown Prince of Crime wracked his wacky brain to concoct crimes that included masquerading as movie comedians, stealing the Batmobile, and trapping the Dynamic Duo within his own Ha Hacienda headquarters!

Elongated Man

Stretchable sleuth Ralph Dibny derived his amazing powers from drinking an extract of the rare gingo tropical fruit that flavored a popular soda pop called Gingold. Teaming up with the Dynamic Duo, Dibny helped to capture "Boss" Barrow's gang, General Van Dort and his Nazi cronies, and the Garvey Gang, to name but a few.

SPELLBINDER
The psychedelic music and art of the 1960s influenced the creation of Spellbinder, a new Bat-foe first introduced in *Detective Comics* #358. Art forger Delbert Billings (his real name was not revealed until decades later) utilized a variety of optical devices—usually part of his costume—to hypnotize others. Batman defeated Spellbinder after several clashes, and the villain spent most of the remaining Silver Age in prison.

The Dark Knight Returns

TEN YEARS have passed since Batman retired from patrolling the mean streets of Gotham City. Crime is now more rampant than ever before. In this dystopian tomorrow, roving gangs rule the night, Superman is a puppet of the government, and Gotham is on the verge of plunging into an abyss of lawlessness and ruin. Still haunted by memories of his parents' murder, Bruce Wayne can no longer turn a blind eye to the plight of the city he once protected. And so, older and a bit rusty, the Dark Knight returns, aided by a new Robin, to take Gotham City back from those who would destroy it!

OLDER AND WISER
On the anniversary of Batman's last patrol, Bruce met up with Jim Gordon, still Gotham's police chief. Gordon congratulated Bruce on retiring from crime fighting, but Bruce's thoughts were [illegible] the shadow of the bat.

The Mutants and their monstrous leader vowed to kill Gordon and rule Gotham.

A new Robin

Carrie Kelly was smart and athletic and refused to allow the Mutants to frighten her. She was inspired by the Dark Knight's return to adopt the costume of Batman's partner as an all-new Robin! This Girl Wonder's learning curve was steep as she took to the mean streets.

MUTANT MAYHEM
Taking the fight straight to the Mutants, Batman drove a tank-like Batmobile to the West River dump and decimated the gang's ranks. But in hand-to-hand combat, the Mutants' leader nearly killed the Dark Knight. Robin arrived just in time!

JOKER TIME!

For ten years, the Clown Prince of Crime had been a model prisoner in Arkham Asylum. Deemed "cured" by his keepers, the Joker appeared on a television chat show and killed the host, audience, and television crew, as well as his own psychiatrist! Batman snapped the villain's spine, stopping him once and for all.

THE FINAL BATTLE

The Joker's death galvanized the authorities into taking action against Batman's vigilante crusade. As nuclear war loomed between the U.S. and the U.S.S.R., martial law was declared and Superman was ordered to reign in the Dark Knight. The former friends fought in Crime Alley until Batman's aging body gave out. Bruce Wayne's secret was revealed, but the legacy of the Dark Knight was far from dead and buried.

Having faked his death, Bruce went into hiding, assembling ex-Mutants and other allies for a new crusade to bring sense to a world on the brink of apocalypse.

THE DARK KNIGHT STRIKES AGAIN

Things had changed in the three years following the Dark Knight's return to action. Carrie Kelly was now Catgirl, field leader of the vigilante "Batboys" that Batman had molded from ex-Mutants. The Dark Knight was ready to rally Earth's remaining super heroes to resist the new, insidious world order. Batman counted the Atom, Green Arrow, the Flash, and Green Lantern among his allies, but the puppet masters pulling Earth's strings still had Superman, Wonder Woman, and Captain Marvel in their thrall.

The Dark Knight crashed Lex Luthor's political party in his flying Batmobile.

LUTHOR STRIKES OUT

Lex Luthor captured Batman and beat him mercilessly. However, Batman's allies—now including Superman—took the planet back from Luthor, Brainiac, and a manacled Dick Grayson. The villains paid for their sins with their lives, while Earth was granted a fresh start and a brighter tomorrow.

Imaginary Worlds

His passion for justice is not limited merely to Gotham City in the here and now – the Dark Knight's adventures span myriad realms. In "Elseworlds" as divergent as night is to day, Batman lives on in less familiar guises, fighting crime and injustice in parallel realities. Some are settings all too familiar, but with an ironic and unsuspecting twist. Others are cut from the ephemeral fabric of dreams… or *nightmares.* And still others are eras and places that cannot, could not, or perhaps *should not* exist. In this multiverse of alternate worlds, the one constant is a boy named Bruce whose destiny as a hero molded in the image of a bat transcends both time and space.

SIR BRUCE
To avenge the murders of his beloved parents, the Lord and Lady of the House of Waynesmoor, young Bruce would slay the enchantress Morgana Le Fay!

Three Tales in Time

Consider these three generations of Batman The Dark Knight of Arthur Pendragon's Round Table vowed his liege lord's destruction, but crusaded bravely against the infidel hordes of Ra's al Ghul; the Batman of a mirror universe was astounded to learn that Dracula was indeed real, alive, and well in present-day Gotham; while barely a century removed in time but another world away, a 19th-century Bat-Man stalked his immortal foes by gaslight!

NOSFERATU
Batman could not strike fear in the undead hearts of Dracula's [illegible] Bloodletting [illegible] the night

CROWN PRINCE OF DARKNESS

Though Dracula was nearly destroyed a few vampires still hunted the caped crusader. The Joker was eager to take the Caped Crusader's life, but eight stakes, known as the Crown of Thorns, ended their conflict against their mutual foe, the Batman!

CATWOMAN

Selina Kyle secretly served as the mistress of the Penguin, but when Penguin was assumed dead, she went back to her old ways as a jewel thief. But Catwoman's heart was not in it, and she soon became the Dark Knight's ally and lover. Catwoman would always be Batman's greatest love, but would never be able to fully give herself to him.

SMILIN' JACK

Driven by the grotesque image of his unborn niece, Mr. Jack Schadenfreude found easy recruits in many poor children at The Devil's Workshop, a squalid corner of Gotham City.

GUARDIAN OF GOTHAM

Batman became a figure which jaded criminals and even Mob bosses were forced to fear. Batman's mere presence would strike fear in the hearts of criminals. Batman's enemies would soon learn that the Batman could be a powerful ally to those who would seek justice. The Batman's fearsome reputation spawned many imitators.

BATMAN TIMELINE

Since 1939 the Caped Crusader has patrolled Gotham City with tireless vigor. And while the overall look and feel of Batman and his beloved Gotham may have changed with time, the story remains fundamentally unchanged: *The Dark Knight and his loyal allies will not rest as long as criminals reign in HIS city!*

Batman's vampiric influences were first explored in his epic conflict with the undead Monk

1939

May: Batman makes his debut. His ally Commissioner James Gordon also appears. (DETECTIVE COMICS #27)

July: Dr. Death debuts as the first recurring Batman villain. Batman's Utility Belt is also first sported. (DETECTIVE COMICS #29)

September: Bruce Wayne's fiancée, witness Julie Madison is introduced as the Batman encounters The Monk [illegible]. The Bat-Gyro, a precursor to the Bat-Plane, and the Batarang are also first seen. (DETECTIVE COMICS #3)

October: To end The Monk's reign of terror, Batman destroys him and his ally Dala by shooting them with silver bullets! (DETECTIVE COMICS #32)

November: In "The Batman and How He Came to Be" the murders of Thomas and Martha Wayne are recounted. (DETECTIVE COMICS #33)

1940

February: Batman matches wits with the evil Professor Hugo Strange. (DETECTIVE COMICS #36)

March: Batman dons night vision goggles. (DETECTIVE COMICS #37)

April: After his trapeze-artist parents are slain by gangster Boss Zucco, Dick Grayson joins the Dark Knight's crime fighting crusade as Robin the Boy Wonder. (DETECTIVE COMICS #38)

Spring: The Joker and Catwoman [illegible] referred to as "The Cat") debut with [illegible] BATMAN, the Caped Crusader's own title. A Bat-plane armed with a machine gun is also [illegible] in another tale. Batman gains [illegible] of Hugo Strange; hereafter, Batman rejects the use of firearms. (BATMAN #1)

June: Thespian Basil Karlo takes on the role of serial murderer Clayface. (DETECTIVE COMICS #40)

July: Robin tackles his first solo adventure. Nevertheless, Batman aids the Boy Wonder in wrapping up the case. (DETECTIVE COMICS #41)

The Penguin made his first Bat-cover appearance in September, 1942

"Crime's Early Bird" escaped the Dynamic Duo astride a swift ostrich in DETECTIVE COMICS #67

Fall: Catwoman first appears in costume. (BATMAN #3). Batman shares top billing with Superman in the debut of WORLD'S BEST COMICS, soon to become WORLD'S FINEST COMICS with publication of its second issue. (WORLD'S BEST COMICS #1)

1941

Winter: Batman's home Gotham City is first named. (BATMAN #4)

February: Hinting at the Batcave to come, the Dynamic Duo race through a secret tunnel beneath Wayne Manor to a bat-[illegible], referred to as "The Batmobile." (DETECTIVE COMICS #48)

March: Julie Madison calls off her engagement to Bruce Wayne because of his playboy lifestyle. Using the name Portia Storme, she dons a Robin costume as the Dynamic Duo battle Clayface. (DETECTIVE COMICS #49)

April: Robin acquires his own set of wheels: a pair of rocket-powered roller skates! (DETECTIVE COMICS #50)

Spring: The Batmobile roars into action sporting its own bat-headed battering ram. (BATMAN #5)

Summer: Bruce Wayne's latest fling, Linda Page, appears. (BATMAN #6)

Fall: The fear-monger Scarecrow is introduced. (WORLD'S FINEST COMICS #3)

December: The Penguin first waddles into Gotham City. (DETECTIVE COMICS #58)

1942

February: The Bat-Signal summons Batman. (DETECTIVE COMICS #60)

August: District Attorney Harvey "Apollo" Kent (later "Dent") and his devilish double Two-Face make their debuts. (DETECTIVE COMICS #66)

Less than a year after Batman's debut, a new young hero joined the Dark Knight's crusade

August-September: A cavern [illegible] Wayne Manor is revealed as Batman's "secret underground hangar." (BATMAN #12)

1943

April: Rogues Tweedledee and Tweedledum appear. (DETECTIVE COMICS #74)

April-May: Alfred is introduced as the Wayne family valet. (BATMAN #16)

November: Batman and Robin encounter the swashbuckling Cavalier. (DETECTIVE COMICS #81)

1944

January: Batman's underground lair is [illegible] "The Bat Cave." (DETECTIVE COMICS #83)

August-September: Batman and Robin journey to ancient Rome in their first time travel adventure. (BATMAN #24)

October-November: In the first major Bat-villain team-up, the Joker and Penguin join forces to thwart the Caped Crusader. (BATMAN #25)

1945

December 1944-January: The Bat-Sled [illegible] takes the Dynamic Duo and Alfred to enjoy a little winter fun. (BATMAN #26)

1946

April: Scotland Yard provides Batman and Robin with the first official Bat-Boat to speed their search for the evil Professor Moriarty. (DETECTIVE COMICS #110)

June-July: A blonde Catwoman appears in a prototype of her classic purple cat-eared costume. (BATMAN #35)

1947

June–July Aliens appear for the first time on a Batman comic book cover. (BATMAN #41)

1948

June–July The detailed origin of Batman is published. In this tale, the Dark Knight tracks down Joe Chill, the gangster who murdered his parents. (BATMAN #47)

October The Riddler begins his career of criminal commissions. (DETECTIVE COMICS #140)

October–November The Mad Hatter hangs his chapeau in Batman's rogues gallery. Photographer Vicki Vale, the Dark Knight's most enduring love interest (1948 to 1964), is introduced. (BATMAN #49)

1949

May Batman and Robin construct a "Sub-Batmarine" to net the Tiger Shark. (DETECTIVE COMICS #143)

1950

February After the Batmobile is totaled, Batman and Robin design a new model with bat-headed grille. (DETECTIVE COMICS #156)

June–July Deadshot takes aim at the Dark Knight. (BATMAN #59)

October–November Batplane II is introduced. Batman and Robin retire the Jet Age. (BATMAN #63)

1951

September–October A lawsuit on origin is chronicled. (BATMAN #67)

February In "The Man Behind the Red Hood," the Joker's origin is revealed. (DETECTIVE COMICS #168)

February–March Killer Moth's debut ends in defeat. (BATMAN #63)

1952

June Batman and Robin fight The Firefly. (DETECTIVE COMICS #184)

July–August Batman and Superman finally meet, heralding the long-enduring super hero friendship of all time. (SUPERMAN #76)

August The Flying Batcave takes to the air. (DETECTIVE COMICS #186)

1953

February–March Batman grapples with "The Gorilla Boss of Gotham City," BATMAN's first ape-themed cover. (BATMAN #75)

1954

March The origin of the Batcave is revealed. (DETECTIVE COMICS #205)

July–August Batman and Superman begin a series of team-ups in WORLD'S FINEST COMICS lasting most of the title's remaining 32 years. (WORLD'S FINEST COMICS #71)

September The underwater Bat-Marine surfaces. (BATMAN #86)

1955

June Ace the Bat-Hound joins Batman's war on crime. (BATMAN #89)

Batman learns that he isn't the first vigilante to make use of the Batcave!

1956

June The 100th issue of BATMAN is published.

July Former circus acrobat Kathy Kane uses her feminine touch to crime fighting in Gotham as Bat-Woman! (DETECTIVE COMICS #233)

September The origin of Batman's costume is revealed in a tale featuring Bruce Wayne as the "first Batman." (DETECTIVE COMICS #235)

1957

September Diabolical Professor Milo renders Batman terrified of bats. A costly fortune forces him to adopt a new identity: Matches Malone. (DETECTIVE COMICS #24)

December The Signal-Man makes his first appearance. (BATMAN #112)

1958

March The Terrible Trio—The Fox, The Shark, and The Vulture—hassle Batman and Robin. (DETECTIVE COMICS #253)

Mogo the Bat-Ape joins the Bat-Family. (BATMAN #114)

April Batman adds the Bat-Copter to his vehicle fleet. (DETECTIVE COMICS #254)

July Whirly Bats—Batman's helicopters—are deployed by the Dynamic Duo. (DETECTIVE COMICS #252)

September The Calendar Man challenges Batman! (DETECTIVE COMICS #259)

November Batman and Robin grapple with the amazing Dr. Double X. (DETECTIVE COMICS #261)

1959

February Mr. Zero (AKA the Ice Age Crusader. In subsequent appearances, Zero is known by the more familiar name Mr. Freeze. (BATMAN #121)

May Batman meets the inter-dimensional imp Bat-Mite. (DETECTIVE COMICS #267)

1960

April A married Batman and Robin conduct a spectacular high-flying battle with the Secret Society of Super-Villains. (BRAVE AND THE BOLD #28) In adult Dick Grayson assumes the role of Dark Knight Detective. (BATMAN #133)

March To defeat alien starfish Starro the Conqueror, Batman teams with Wonder Woman, Superman, The Flash, Green Lantern, and The Martian Manhunter to form The Justice League of America. The JLA soon graduates to their own series with Batman a frequent member. (THE BRAVE AND THE BOLD #28)

1961

April Kathy Kane's niece Betty joins the Bat-Family as a blonde Bat-Girl. (BATMAN #139)

December Matt Hagen becomes Batman's monstrously malicious Clayface II. (DETECTIVE COMICS #298)

1962

May In a tale declared "The Story of the Year" by readers, Batman becomes a Bat-Baby. (BATMAN #147)

Inspired by the Dark Knight, Barbara Gordon fights crime as Batgirl!

1963

August The Cat-Man takes a swipe at the Dynamic Duo. (DETECTIVE COMICS #311)

1964

May Batman's "new look" premiers. Its comic book costume now mirrors the television Caped Crusader's. (DETECTIVE COMICS #327)

June Alfred is "killed off" for a short spell. (DETECTIVE COMICS #328)

June–July Robin joins The Teen Titans with super hero sidekicks Kid Flash and Aqualad. (THE BRAVE AND THE BOLD #54)

In their very first meeting, Batman caught the thieving Catwoman, but remarkably allowed her to escape!

October The Outsider appears in THE BRAVE AND THE BOLD #84

1965

November The Dark Avenger, Mark Desmond, aka Blockbuster

1966

January Batman battles the Archer, Archaeopteryx, Wonder Bat and Eclipso

Mr. Cleanmaster

July Batman battles Poison Ivy, Doctor Cyclone, Crime Master

August Batman battles the Mad Hatter, Dr. Death

October Alfred is kidnapped by the Outsider

November Spellbinder turns Batman's world upside down

1967

January Barbara Gordon dons a cape and is Batgirl

October Batman battles Egghead, Mr. Toy and Metal Men

1968

January Batman battles Egghead, Mr. Toy and Metal Men

March Batman battles Egghead, Mr. Toy and Metal Men

1969

November Batman battles Egghead, Mr. Toy and Metal Men

December Batman battles Jason Bard

1970

January Batman battles Egghead, Mr. Toy and Metal Men

Batman abandons his cape and cowl

1971

January Batman battles Egghead, Mr. Toy and Metal Men

March Batman battles Egghead, Mr. Toy and Metal Men

May Batman battles Egghead, Mr. Toy and Metal Men

1972

January Batman battles Egghead, Mr. Toy and Metal Men

1973

May The Spook

1974

January Batman battles Egghead, Mr. Toy and Metal Men

February Batman battles Egghead, Mr. Toy and Metal Men

March Batman battles Egghead, Mr. Toy and Metal Men

April Batman battles Egghead, Mr. Toy and Metal Men

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December Batman battles Egghead, Mr. Toy and Metal Men

The 1950 Batmobile was not the last of many sophisticated crime fighting cruisers the Dynamic Duo built themselves, outfitting it with a kinda edged battering ram!

Even schoolchild transformed into Man-Bat, Kirk Langstrom was determined to wear wedding bells!

1975

January Batman battles Egghead, Mr. Toy and Metal Men

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December Batman battles Egghead, Mr. Toy and Metal Men

January Lady Shiva, both friend and foe to the Bat-Family in later years, is introduced. (RICHARD DRAGON: KUNG-FU FIGHTER #5)

February-March Cult leader Kobra soon to be a frequent foe of Batman, appears in his own series. (KOBRA #1)

March Kindly Dr. Leslie Thompkins who befriends young Bruce Wayne debuts in "There Is No Hope in Crime Alley." (DETECTIVE COMICS #457)

June Time rogue Captain Stingaree appears. (DETECTIVE COMICS #460)

September Batman battles Black Spider. (DETECTIVE COMICS #463)

1977

May Dr. Phosphorus makes a fiery debut. (DETECTIVE COMICS #469)

June Platinum bombshell Silver St. Cloud is introduced as Bruce Wayne's latest short-lived romantic interest. (DETECTIVE COMICS #470)

1978

April-May Rebecca "Becky" Langstrom, baby daughter of Kirk and Francine Langstrom, is born. (THE BATMAN FAMILY #1)

July-August Acromegalic Preston Payne melts into the role of Clayface III. (DETECTIVE COMICS #478)

1979

June Lucius Fox is introduced as Bruce Wayne's wizard guiding Wayne Enterprises' day-to-day business operations in Bruce Wayne's absence. (BATMAN #307)

April-May In the 40th anniversary issue of DETECTIVE COMICS, gangster Maxie Zeus appears. (DETECTIVE COMICS #484)

August-September Kathy Kane is murdered by the Bronze Tiger. (DETECTIVE COMICS #485)

October The pyromaniac Firebug flames alight. (BATMAN #318)

1980

July UNTOLD LEGENDS OF THE BATMAN, the first Batman mini-series, premieres.

August Arkham Asylum is introduced. (BATMAN #326)

September The Crime Doctor prescribes death for the Dark Knight! (DETECTIVE COMICS #494)

October In a preview tale, Robin is joined by former Teen Titans Wonder Girl and Kid Flash, as well as new members Changeling, Raven, Cyborg, and Starfire to form The New Teen Titans. (DC COMICS PRESENTS #26)

1981

January The Electrocutioner makes his shocking debut. (BATMAN #340)

March In "To Kill a Legend," the 500th issue of DETECTIVE COMICS, Batman and Robin visit an alternate reality where they prevent the murders of Thomas and Martha Wayne.

1982

February The illusory villain Mirage debuts. (DETECTIVE COMICS #511)

March DETECTIVE COMICS marks its 45th anniversary with the return of Dr. Death. (DETECTIVE COMICS #517)

October The Dark Knight battles Colonel Blimp. (BATMAN #352)

1983

March As young circus acrobat Jason Todd makes his first appearance, Killer Croc scores a run of reptilian villainy. (BATMAN #357)

May The Dark Knight celebrates his 500th appearance in DETECTIVE COMICS. Mirroring Dick Grayson's own origins, the murders of Jason Todd's circus aerialist parents by Killer Croc lead to Jason inheriting the mantle of Robin from Dick. (DETECTIVE COMICS #527)

July Slovenly Gotham cop with a heart of gold Harvey Bullock is introduced. (BATMAN #361)

August Batman quits the Justice League of America and assembles his own team of super-heroes, The Outsiders, in a new comic book series. (BATMAN AND THE OUTSIDERS #1)

Siblings Anton and Natasha Knight, aka Night Slayer and Nocturna, debut. (DETECTIVE COMICS #529)

During their many duels, Batman tested his mettle against the Cavalier's deadly épée!

Nocturna once thought she could charm the Batman into becoming her midnight mate!

December Jason Todd officially debuts as Robin. (BATMAN [illegible])

1984

February Dick Grayson quits the role of Robin. (THE NEW TEEN TITANS #30)

July Dick Grayson dons the guise of Nightwing to rescue his fellow Titans from Deathstroke the Terminator and The HIVE. (TALES OF THE TEEN TITANS #44)

1985

April DC Comics CRISIS ON INFINITE EARTHS begins. During this [illegible] radically altered Bat-Mite, Ace the Bat-Hound, [illegible] forgotten characters [illegible] revised, leading to a less [illegible] version of the character.

[illegible] published its first Secret Origin, the Black Mask, appears in BATMAN #380.

1986

Writer/artist Frank Miller's BATMAN: THE DARK KNIGHT RETURNS, is published. [illegible] is widely and most celebrated Batman [illegible]

October The 400th issue of BATMAN is published.

1987

February Frank Miller and artist David Mazzucchelli's four part "Batman: Year One" redefines the early days of Bruce Wayne's crime-fighting career. (BATMAN #404-407)

March One of the longest-running comic book series, DETECTIVE COMICS celebrates its 50th anniversary. On the cover, Batman matches sleuthing skills with Sherlock Holmes. (DETECTIVE COMICS #572)

Detective Sarah Essen, later police commissioner and wife of James Gordon, appears as Batman: Year One [illegible]. (BATMAN #406)

June Jason Todd makes his debut post-CRISIS appearance as a troubled orphan of Crime Alley. (BATMAN #408)

"Batman: Year Two" introduces The Reaper and recalls Bruce Wayne's vow to never take up firearms in his crusade. (DETECTIVE COMICS #575)

August Kobra creates Lady Clayface. (THE OUTSIDERS vol. 1 #21)

October Batman meets the malevolent Mime. (BATMAN #414)

In the graphic novel BATMAN: SON OF THE DEMON, the Dark Knight and Talia's affair leads to the birth of a son. The relationship ends before [illegible] learns that the baby is not the [illegible] child he expected.

1988

February: The Ventriloquist and Scarface begin their partnership. (DETECTIVE COMICS #583)

March: The KGBeast battles a cold war. (BATMAN #41)

April: The Ratcatcher combats a very serious criminal cancer. (DETECTIVE COMICS #585)

November: Madman Cornelius Stirk debuts. (DETECTIVE COMICS #593)

December: The "A Death in the Family" saga begins. (BATMAN #426)

BATMAN: THE KILLING JOKE offers a new twist on the Crown Prince of Crime and his origins. The Joker shoots and paralyzes Barbara Gordon.

[illegible] Talon is introduced in her first ever solo book. (BATGIRL SPECIAL)

1989

[illegible]: As "A Death in the Family" draws to its calamitous conclusion, Bat-fans vote to decide Jason Todd's fate. By a slim margin, readers decree that Jason should perish, and he dies at the hands of the Joker. (BATMAN #428)

[illegible] is given her own [illegible] series. (CATWOMAN #1)

April: The Huntress is soon to bring her unique brand of justice to Gotham as she debuts in her own monthly series. (THE HUNTRESS #1)

[illegible] Desmond, brother of the late Mark Desmond, initiates into an all-new Blockbuster. (BATMAN #9)

[illegible] DETECTIVE COMICS is published, concluding the [illegible] and Jubilee. [illegible] Year Three" begins. (BATMAN #436)

September: The surviving Clayfaces unite as The Mudpack, part of Basil Karlo's scheme to usurp their creator's The Ultimate Claytace. (DETECTIVE COMICS #601)

[illegible] The first new solo Batman book since 1940, BATMAN: LEGENDS OF THE DARK KNIGHT is published, expanding [illegible] and Jubilee. (BATMAN: LEGENDS OF THE DARK KNIGHT #1)

Gotham sees a new masked vigilante [illegible] Comic Machine's authority antagonizing Anarky. (DETECTIVE COMICS #608)

December: Tim Drake's first official appearance highlights "A Lonely Place of Dying," a five part epic leading to Tim Drake's debut as the new Robin. (BATMAN #440-#442; THE NEW TITANS #60-61)

BATMAN: GOTHAM BY GASLIGHT becomes the first of many "Elseworlds", featuring the Dark Knight re-imagined [illegible]

1990

February: Barbara Gordon takes the role of [illegible] formation stoker Oracle. (SUICIDE SQUAD #38)

March: The male engineer savant Harold [illegible] one of the Penguin's [illegible] (BATMAN #447)

July: The voodoo chieftain Obeah Man is introduced in a tale lead-up to the death of Tim Drake's mother. (DETECTIVE COMICS #618)

November: In the first of three mini-[illegible] Tim Drake defeats British crime lord Sir Edmund Dorrance, aka King Snake. (ROBIN vol. 1 #1)

December: Tim Drake officially sets out on his crusade as the third Robin. (BATMAN #455)

1991

January: Harold makes his home in the Batcave as mechanic-in-residence. (BATMAN #458)

February: The evil Abbatoir appears. (DETECTIVE COMICS #6)

October: Tim Drake's second run [illegible] sets the new Boy Wonder against [illegible] Clown Prince of Crime." (ROBIN II: THE JOKER'S WILD #1)

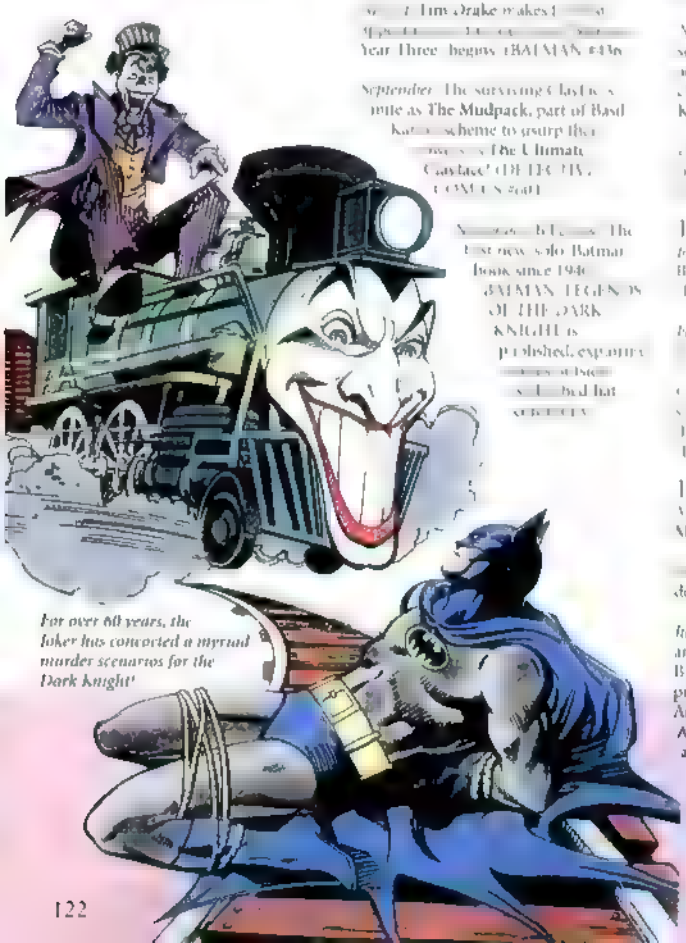
1992

[illegible] Gotham police officer Renee Montoya makes her debut.

[illegible] Knightquest Galvan debuts. (DETECTIVE COMICS #644)

June: The Dark Knight's adventures are chronicled in a new monthly title, BATMAN: SHADOW OF THE BAT, published over eight years and 93 issues. Arkham administrator Jeremiah Arkham and serial killer Mr. Zsasz appear in the first issue.

August: Stephanie Brown, aka The Spoiler, becomes a vigilante to thwart her father, Cluemaster. (DETECTIVE COMICS #647)



For over 60 years, the Joker has concocted a myriad murder scenarios for the Dark Knight.

The Scarecrow remains one of Batman's most frightening foes.

[illegible] walking man-child Amygdala also debuts this month. (BATMAN: SHADOW OF THE BAT #1)

October: Jean-Paul Valley and his alter ego, the avenging angel Azrael, appear. (BATMAN: SWORD OF AZRAEL #1)

December: Robin's third mini-series reunites him with Huntress. (ROBIN III: CRY OF THE HUNTRESS #1)

1993

January: Bane smashes into Bat-history. (BATMAN: VENGEANCE OF BANE #1)

Ulysses Hadrian Armstrong causes trouble as The General. (DETECTIVE COMICS #651)

February: The multi-part "Knightfall" begins as Bane sets out to destroy Batman. (BATMAN #492)

July: As "Knightfall" continues, Bane breaks Batman's back, paralyzing him. Bruce relinquishes the mantle of the bat to Jean-Paul Valley for a brief and tumultuous time. (BATMAN #497)

August: The tales of femme fatale and [illegible] gender Catwoman are told in her own series. (CATWOMAN #1)

September: The mentally unbalanced Tally Man appears. (BATMAN: SHADOW OF THE BAT #9)

October: Jean-Paul Valley adopts more formidable Bat-armor to defeat Bane. (BATMAN #500)

The Trigger Twins make their debut. (DETECTIVE COMICS #663)

November: Robin's own ongoing series launches. (ROBIN vol. 2 #1)

1994

June: The Huntress returns to stalk criminal prey in a four-issue mini-series. (THE HUNTRESS vol. 2 #1)

July: In "Knightsend," Bruce Wayne battles to reclaim the mantle of the Bat from the maddened Jean Paul Valley. (BATMAN #509)

August: As "Knightsend" ends, Jean Paul Valley retires the guise of Batman to Bruce Wayne. (BATMAN: LEGENDS OF THE DARK KNIGHT #63)

October: Batman's origins are recounted in zero-numbered editions of his four flagship titles. In this revised history, he never discovers the identity of his parents' murderer. (BATMAN #0, DETECTIVE COMICS #0, BATMAN: SHADOW OF THE BAT #0, BATMAN: LEGENDS OF THE DARK KNIGHT #0)

November: The multi-part "Prodigal" begins as Dick Grayson assumes the role of Batman while Bruce Wayne attends to personal agenda. (BATMAN #512)

1995

January: As "Prodigal" concludes, Bruce Wayne once more takes up cape and cowl as the Dark Knight. (ROBIN #13)

MacKenzie "Hardback" Buck joins the Gotham police force as Batman's foe encounters the bloodthirsty Steeljacket. (DETECTIVE COMICS #681)

February: Jean Paul Valley begins an odyssey to discover his true place in the world with the launch of Azrael's own ongoing series. (AZRAEL #1)

The deadly Silver Monkey appears. (DETECTIVE COMICS #685)

July: THE BATMAN CHRONICLES debuts. This quarterly anthology features stories of the Dark Knight's early years and encounters with foes.

Modern-day privateer Cap'n Fear appears. (DETECTIVE COMICS #687)

September: Dick Grayson makes his solo debut with a four-issue mini-series. (NIGHTWING #1)

October: Firebug II sets Gotham ablaze. (DETECTIVE COMICS #690)

November: Perennial loser Killer Moth forsakes his soul to become the insectoid monster Charaxes. (UNDERWORLD UNLEASHED #1)

Spellbinder II makes her debut. (DETECTIVE COMICS #691)

December: Incarceration expert Lock-Up inflicts his own brand of justice on Gotham's criminals. (ROBIN #23)

1996

January: The Allergent targets Gotham's flora, making enemies of Poison Ivy and Batman. (DETECTIVE COMICS #693)

February: The seminal Schism storyline debut. (BATMAN #32)

March: The epic "Contagion" begins. Hundreds of thousands die as the Ebola Gulf A virus ("The Clench") is loosed upon Gotham. (BATMAN: SHADOW OF THE BAT #48)

April: "Baby Bat" Aaron Langstrom, the son of Kirk and Francine Langstrom, appears. (MAN-BAT)

May: The metahuman Narcosis first appears. (BATMAN: SHADOW OF THE BAT #50)

Since 1966, "flora fatale" Poison Ivy has grown wild in Gotham City

August: Batman races to stop Lonnie Ghul from unleashing yet a new plague as the multi-part "Legacy" concludes in the 700th issue of DETECTIVE COMICS.

October: Dick Grayson graduates to his own monthly adventures with the launch of the NIGHTWING series.

The Ogre and Ape make their debuts. (BATMAN #545)

December: Commissioner Jim Gordon appears in his first solo mini-series. (BATMAN: GORDON'S LAW #1)

The "Elseworlds" KINGDOM COME offers a glimpse of a troubled future for Batman. (KINGDOM COME #1-4)

1997

March: Bruce Wayne's latest flame, radio host Vesper Fairchild, makes her first appearance. (BATMAN #540)

May: Azrael's stars in his own four-issue mini-series. (AZRAEL'S vol.)

November: In the centennial issue of BATMAN: LEGENDS OF THE DARK KNIGHT, Dick Grayson's search for Robin is retold, while Jason Todd's [illegible]

The [illegible] debut. (BATMAN: MR. FREEZE)

1998

January: Cassius, the fifth Cavalier, debuts. (BATMAN #560)

Kidnapper Nathan Lynch returns with cyborg prosthetics and a thirst for vengeance against Deathstroke. (DETECTIVE COMICS #721)

April: Gotham City is devastated by an earthquake. (BATMAN: SHADOW OF THE BAT #63)

[illegible] Brutale appears. (NIGHTWING)

Batman: Bat-rogues Ferak and The Answer appear. (BATMAN: VILLAINS SECRET FILES)

Azrael's ties to his Batman are established, resulting in subtle changes to his series. Lucius Nicholas Scratch debuts. (AZRAEL: AGENT OF THE BAT #1)

1999

January: Barbara Gordon as Oracle appears in her own monthly series, joining forces with Black Canary. (BIRDS OF PREY #)

[illegible] No Man's Land begins. Gotham is now made up of fiefdoms ruled by escaped Bat-foes. (BATMAN: "NO MAN'S LAND")

As Gotham disintegrates, Nightwing [illegible] (THE TITANS #1)

[illegible]

July: Martial arts prodigy Cassandra Cain, inheritor of the [illegible] appears. Cain also debuts. (BATMAN #584)

Covert agent Echo appears. (LEGENDS OF THE DARK KNIGHT #119)

October: Harley Quinn makes her official Bat-continuity comics debut from *Batman: The Animated Series*. (BATMAN: HARLEY QUINN #1)

2000

January: After a year of [illegible] Land, Metropolis mogul Lex Luthor spearheads the rebuilding of the city. (BATMAN #)

February: The Joker murders James Gordon's wife, Sarah. Gordon [illegible] on "Endgame," the penultimate chapter of "No Man's Land." (DETECTIVE COMICS #)

March: BATMAN: GOTHAM KNIGHTS is launched, featuring back-up black and white stories from some of the comics' most illustrious creators.

Patriotic zealot The Banner threatens the stability of a rebuilt Gotham. (BATMAN #)

April: The new adventures of Batgirl begin with the publication of her own [illegible] (BATGIRL)

Kyle Abbot and Whisper A'Daire, agents of Ra's al Ghul, appear. (DETECTIVE COMICS #)

May: Batman encounters the reader-spoof Samsara. (BATMAN: GOTHAM KNIGHTS)

July: The Dark Knight battles Orca. (BATMAN #579)

November: Ra's al Ghul and Batman face one another yet again as [illegible] (DETECTIVE COMICS #)

The Dark Knight continues the good fight into the 21st century!

Batman and Nightwing battled the Maori tattooed menace known as Matatoa high above Gotham City

2000

December The Joker's moll **Harley Quinn** gets her own ongoing series in book talk, lasting 38 issues, 29 more than Mr. P's short lived series in the 90s! (HARLEY QUINN #1)

2001

March As the multi-part "Officer Down" storyline begins, Commissioner Gordon is nearly killed by a mysterious gunman, prompting the assembled Bat Family to hunt for his shooter (BATMAN #58)

June Batman meets the murderous **Matatoa**. (BATMAN: GOTHAM KNIGHTS #1)

July The optically enhanced villain **Zeiss** makes his first appearance (BATMAN #59)

August Gotham gets a new terror in **Orpheus**, debuting in the first issue of the five part BATMAN: ORPHEUS RISING comic series

Also this month, Bruce Wayne confronts his bodyguard, **Sasha Bordeaux**, over her knowledge that he's secretly Batman (DETECTIVE COMICS #759)

November Following publication of CATWOMAN: SELINA'S BIG SCORE, a hardcover graphic novel, Selina Kyle adopts a new costume and leads an life with an all new ongoing CATWOMAN comic book series beginning this month

The Joker's LAST LAUGH involved remaking every supervillain as a ghoulish reflection of himself

Elsewhere, Sasha Bordeaux dons a mask and costume alongside the Dark Knight to combat the spying as personal protection to Bruce Wayne (DETECTIVE COMICS #762)

December After 15 years, writer/artist Frank Miller reprises his best selling future version of Batman in THE DARK KNIGHT STRIKES AGAIN, a three issue miniseries

Beginning this month in the six-issue JOKER'S LAST LAUGH miniseries, the Clown Prince of Crime falsely believes that he's dying from a brain tumor and leads a breakout of "Jokerized" villains from the Slab wreaking his usual havoc throughout the DC Universe

Elsewhere, the villainess **La Lucilla** first appears in DETECTIVE COMICS #763 who controls cockroaches dubbed **Kafka** skatters into conflict with the Dark Knight in BATMAN: GOTHAM KNIGHTS #22.

2002

March The brutal killing of Bruce Wayne's paramour Vesper Fairchild in BATMAN: THE 10-CENT ADVENTURE is a prelude to the multi-part "Bruce Wayne: Murderer?" storyline beginning this month in DETECTIVE COMICS #765

April BATMAN reaches its 600th issue. The installment leads off the "Bruce Wayne: Fugitive" storyline as Bruce escapes prison and goes underground to prove himself innocent of the murder of Vesper Fairchild

May The Dark Knight first feels the fiery touch of the crazed vigilante known as **Nicodemus** (BATMAN #601)

Elsewhere, ROBIN reaches its 100th issue

While a fugitive from the law Batman crossed paths with a macabre new foe: the Mortician!

June Batman meets the **Mortician**, a foe capable of raising the dead! (BATMAN: GOTHAM KNIGHTS #28)

October The **Tracker** is the first of five new fiends introduced in the five part BATMAN: FAMILY miniseries debuting this month. Subsequent issues feature **Athena**, **Bugg & Dr. Excess**, **Suicide King**, and **Freeway** respectively

December As the epic "Hush" begins Batman faces old enemies, enabled to confront a new and diabolical new foe (BATMAN #609)

2003

January The Huntress acquires a provocative new costume and upgrades weaponry courtesy of **Hush**. Bruce's childhood friend **Tommy Elliot** first appears. (BATMAN #609)

February Barbara Gordon's beginnings as Batgirl are revealed as the nine-issue BATGIRL: YEAR ONE miniseries launches this month

A NEW LOOK FOR HUNTRESS

The secret government agency Checkmate attempted to coerce the Huntress into betraying Batman and leading agents to the Batcave (BATMAN: GOTHAM KNIGHTS #38-40). Huntress was forced to leave Gotham City as a result of Checkmate's failed endgame, working alongside Oracle and Black Canary. She returned with a new costume and equipment provided by a mysterious benefactor, Hush!

Huntress remained loyal to the Bat-Family and helped save the Dark Knight's life in the Hush storyline.

GOTHAM CENTRAL, a gritty new [illegible] book [illegible] Detective [illegible] of the Gotham City Police Department, debuts.

Elsewhere, the six issue "Dead Reckoning" [illegible] Charlatan [illegible] Batman's longest nemesis, Ra's al Ghul, to kill Batman that left Sloan's face disfigured and his life destroyed. (DETECTIVE COMICS #777)

Also, Batman meets the [illegible] Dark Knight and [illegible] Bush finally appears. (BATMAN #614)

July The Dark Knight [illegible] nicely to Catwoman. (BATMAN #615)

Alfred never imagined that household chores with the Batcave would nearly be the death of him!

August Infected with the bats of the Batcave, Alfred [illegible] the "Clench" contagion and nearly dies. Only the [illegible] Family and [illegible] Superman [illegible] BATMAN: GOTHAM KNIGHTS #51)

Also [illegible] Nyssa [illegible] Jason Todd [illegible] to [illegible] Batcave. [illegible] (DETECTIVE COMICS #782)

September The Huntress runs [illegible] Canary and Oracle as a new "Bird of Prey" operative. (BIRDS OF PREY #87)

October The "World's Finest" team of Batman and Superman [illegible] battle monstrous [illegible] ongoing SUPERMAN/BATMAN comic [illegible]

[illegible] BATMAN: DEATH AND [illegible] DOUBLEDAY [illegible] begins, culminating in the apparent death of Ra's al Ghûl.

December The five part "Broken City" [illegible] by death and [illegible] [illegible] Batman [illegible] Deacon Blackfire, the Penguin and Scarface, among others, in his attempt to avenge her death and prevent further bloodshed. (BATMAN #620)

2004

January A [illegible] three part "Veritas" [illegible] Batman [illegible] DETECTIVE COMICS #793) [illegible] Batman [illegible] the Himalayas, where [illegible] Cobra struggled [illegible] (BATMAN: GOTHAM KNIGHTS #43)

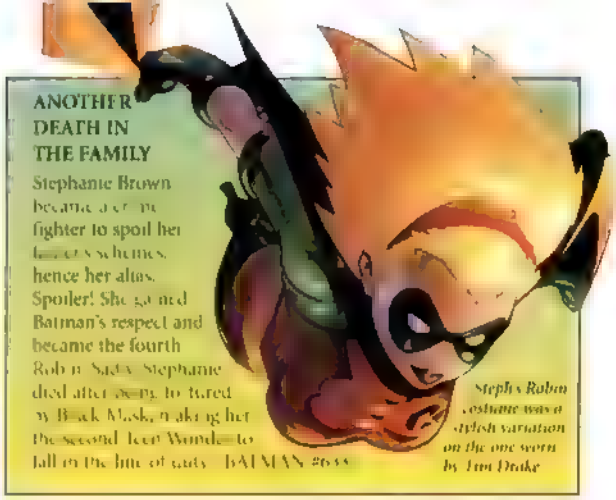
March The Dark Knight meets the japanese gangsters Batman and Little Boy. (BATMAN #623)

June At his father's urging, Tim Drake [illegible] (ROBIN #125)

July Heeding Batman's call to duty, Stephanie Brown, a.k.a. the Spoiler, takes up the mantle of the Teen Wonder and becomes the first female Robin! (ROBIN #130)

August DC [illegible] publishes CATWOMAN: [illegible] Batman [illegible] Batcave [illegible]

Who had the power to force Tim Drake to stop being Robin? Why, his father, Jack Drake, of course!



ANOTHER DEATH IN THE FAMILY

Stephanie Brown became a crime fighter to spoil her father's schemes, hence her alias, Spoiler! She gained Batman's respect and became the fourth Robin. Sadly, Stephanie died after being tortured by Black Mask, making her the second Teen Wonder to fall in the line of duty. (BATMAN #646)

Steph's Robin costume was a stylish variation on the one worn by Tim Drake

October BATMAN: [illegible] VOLUME ONE [illegible] Batcave: Cave Canem," a multi part epic that pits Batman and his allies against Black Mask and the gangs of Gotham's [illegible] (DETECTIVE COMICS #797)

2005

January The landmark DETECTIVE COMICS #800 makes Batman's flagship comic book one of the longest continuing series in comic book history!

Elsewhere, Stephanie Brown, the Spoiler, [illegible] to [illegible] Black Mask. (BATMAN #635)

February The NIGHTWING [illegible] Dick Grayson [illegible] [illegible] Blüdhaven [illegible] [illegible] Chicago. [illegible] [illegible] (NIGHTWING #100)

March The six part "Nightwing: Year One" [illegible] Dick Grayson's [illegible] to the [illegible] NIGHTWING [illegible] Dick Grayson's decision to [illegible] Batman, [illegible] after being fired as Batman's partner. (NIGHTWING #101)

June DC Comics releases [illegible] book [illegible] Batman begins a [illegible] Dark Knight's origins and his first encounters with the villains Scarecrow and Ra's Al Ghûl.

Batman, the Guardian of Gotham City as featured on the cover of DETECTIVE COMICS #27

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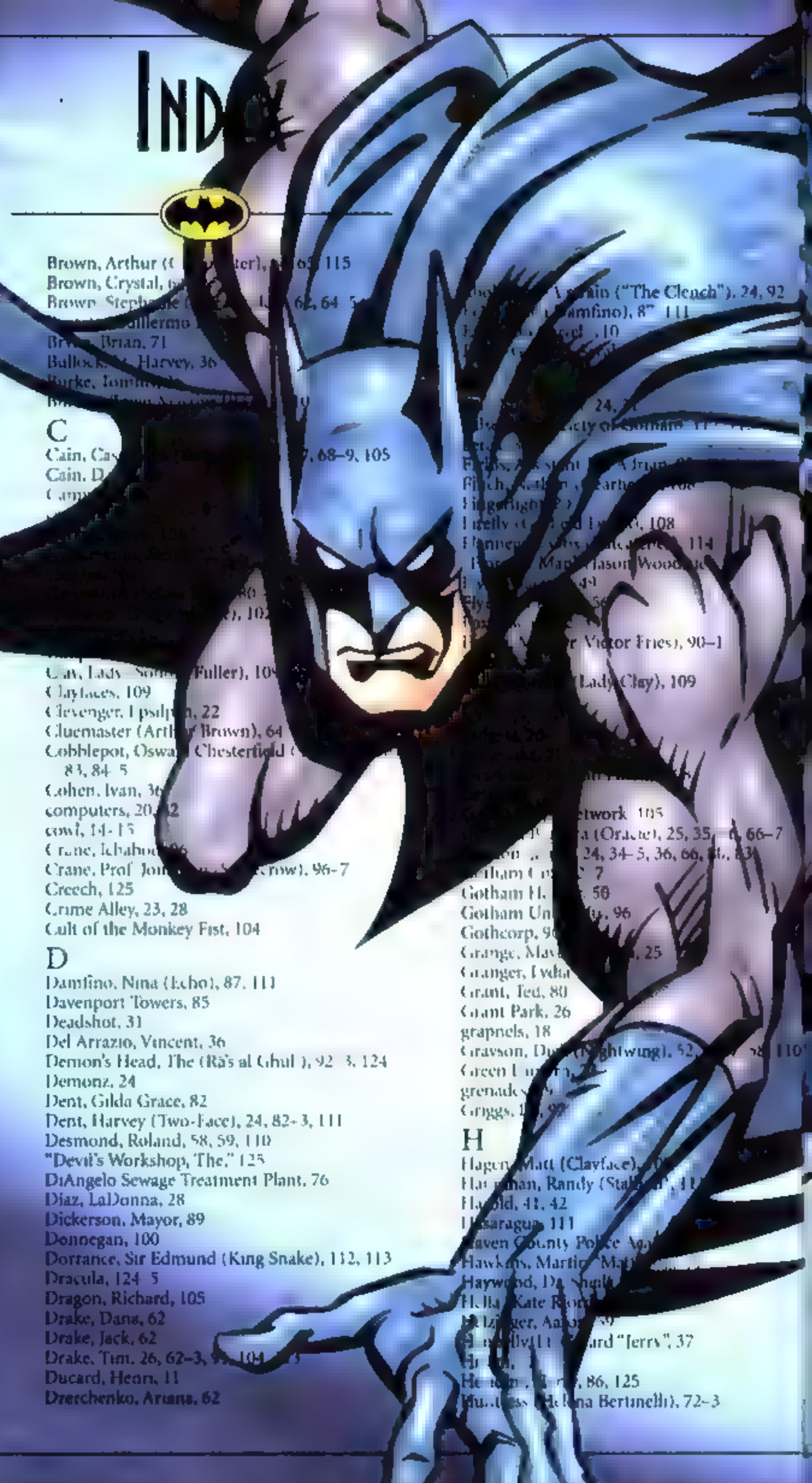

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Acknowledgments

Dorling Kindersley would like to thank the following DC artists and writers for their contributions to this book:

Dusty Abell, Neal Adams, Dan Adkins, Charlie Adlard, Enrique Alcatena, Pascal Alixe, Murphy Anderson, Jim Aparo, Brian Apthorp, Terry Austin, Michael Bair, Jim Balent, Eduardo Barreto, John Beatty, Scott Beatty, Terry Beatty, J. J. Birch, Bret Blevins, Alex Blevaert, Brian Bolland, Norm Breyfogle, Pat Broderick, Mat Broome, Eliot Brown, Mark Buckingham, Dennis Budd Jr., Rick Burchett, Ray Burnley, Sal Buscema, Robert Campanella, W.C. Carani, Sergio Cariello, Mark Chiarello, Gene Colan, Mike Collins, Carl Critchlow, Rodolfo Damaggio, Mike DeCarlo, John Dell, Jesse Delperdang, Mike Deodato, Chuck Dixon, Kieron Dwyer, Dale Eaglesham, Steve Englehart, Wayne Faucher, Duncan Fegredo, John Floyd, Gary Frank, Anton Furst, José Luis Garcia-Lopez, Drew Geraci, Joe Giella, Tom Grindberg, Dick Giordano, Michael Golden, Alan Grant, Devin Grayson, Tom Grummett, Butch Guice, Paul Gulacy, Matt Haley, Bob Hall, Scott Hanna, Edward Hannigan, Ian Hannin, Tony Harris, Flint Henry, John Higgins, James Hodgkins, Rob Hunter, Carmine Infantino, Klaus Janson, Phil Jimenez, Dave Johnson, Staz Johnson, Malcolm Jones III, Kelley Jones, Dan Jurgens, Bob Kane, Sam Kieth, Barry Kitson, Ray Kryssing, Greg Land, Andy Lanning, Bob Layton, Jeph Loeb, Aaron Lopresti, Tom Lyle, Ray McArthy, Scott McDaniel, Bob McLeod, Doug Mahnke, Alex Maleev, Tom Mandrake, Mike Manley, Shawn Martinbrough, Ron Marz, Jose Marzan Jr., David Mazzucchelli, Mike Mignola, Steve Mitchell, Doug Moench, Sheldon Moldoff, Alan Moore, Win Mortimer, Jeff Moy, Mindy Newell, Don Newton, Tom Nguyen, Graham Nolan, Irv Novick, Dennis O'Neil, Tom Palmer, Jimmy Palmiotti, Sean Parsons, James Pascoe, Jason Pearson, Mark Pennington, Mark Prudeau, Kelley Puckett, Javier Pulido, Jordan Raskin, David Roach, Jerry Robinson, Roger Robinson, Marshall Rogers, William Rosado, Alex Ross, John Royal, Joe Rubinstein, Greg Rucka, P. Craig Russell, Paul Ryan, Tim Sale, Damion Scott, Mike Sellers, Howard Sherman, Bill Sienkiewicz, Bob Smith, Aaron Sowd, Dick Sprang, Jim Starlin, Brian Stelfreeze, Karl Story, Dave Taylor, Frank Teran, Bruce Timm, Chris Warner, Lee Weeks, Mike Wieringo, Anthony Williams, Phil Winslade, Stan Woch, Pete Woods, Patrick Zircher

The writer would like to thank Jennifer Myskowski and Chuck Dixon for their help in producing this book. Special thanks also to Matt Idelson, Greg Rucka, Scott Peterson, Graham Nolan, and Mark Waid

Dorling Kindersley would like to thank the following: Steve Korte, Trent Duffy, Jave Gardner at DC Comics; Lisa Lanzarini for design assistance; Hilary Bird for the index

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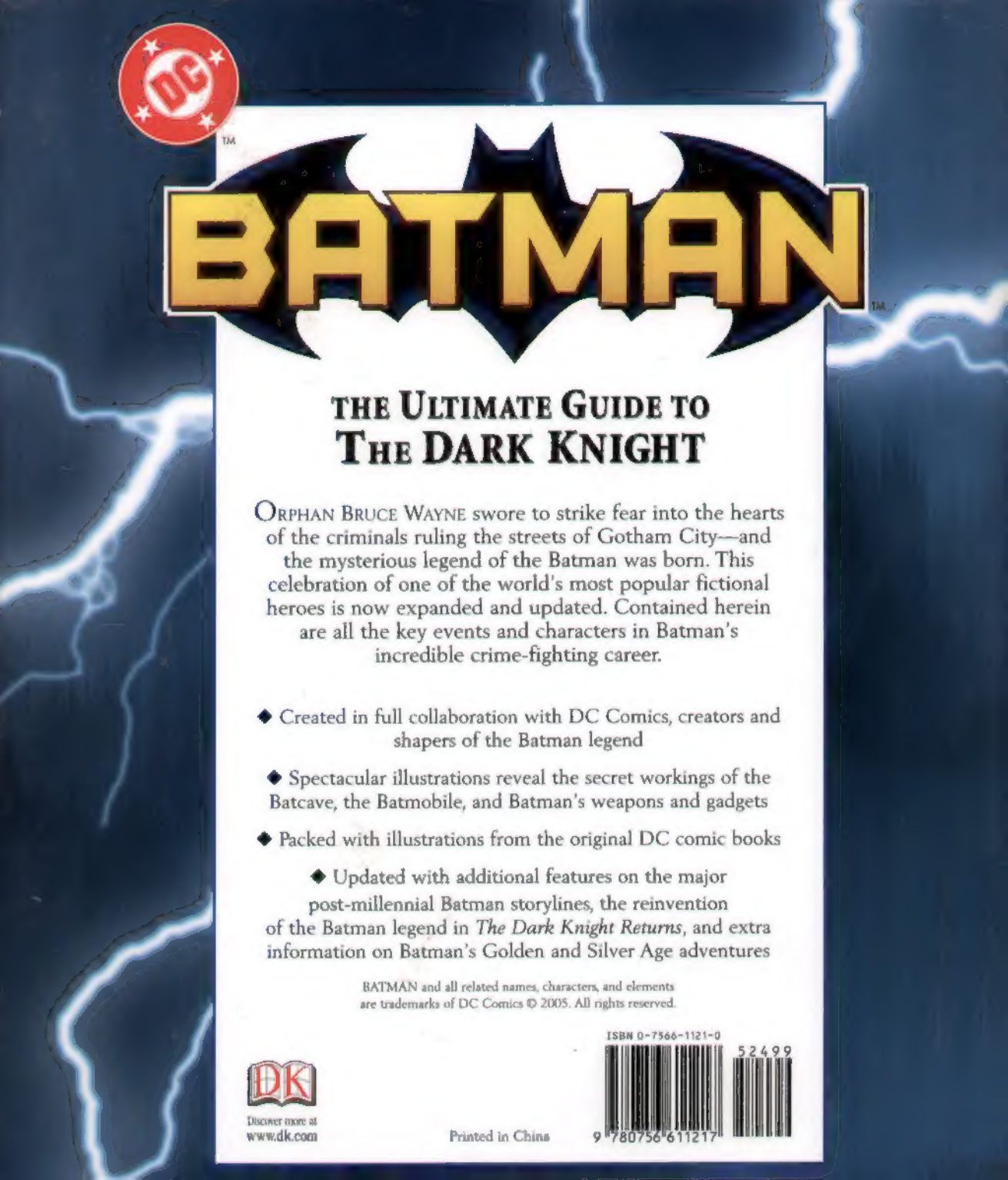
DK PUBLISHING, INC.
95 MADISON AVENUE
NEW YORK, NEW YORK, 10016



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ISBN 0-7566-1121-0

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Printed in China